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才もあつて  
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山人、唐山の後、  
ふんやう役の根  
めくもあつて  
錦升、優あつて  
すべからず



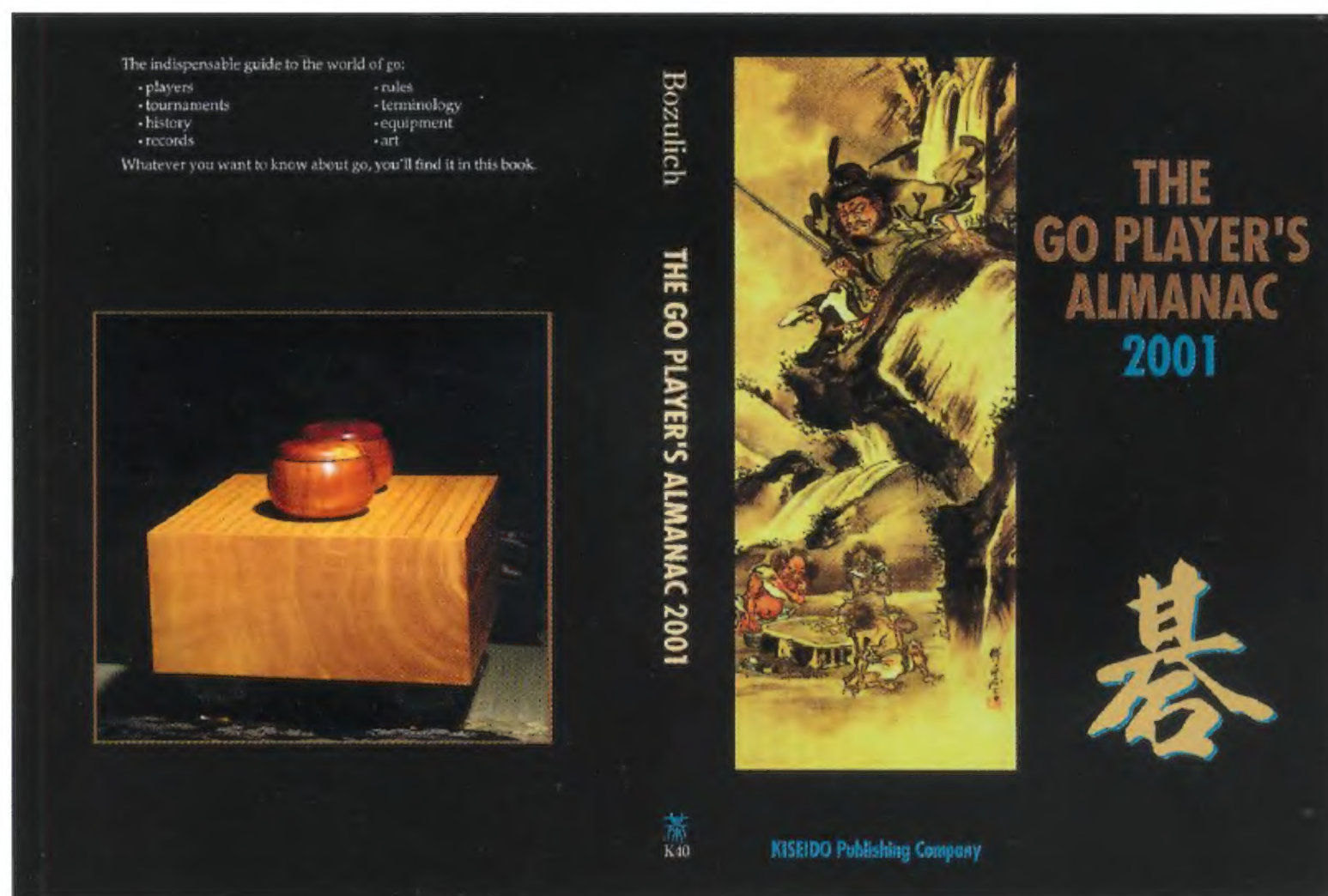
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# *The Go Player's Almanac 2001*

*Edited by Richard Bozulich*



Nearly a decade has passed since the first edition of *The Go Player's Almanac* was published. During that time momentous events have occurred in the go world, in particular, the proliferation of international tournaments and the emergence of Korea, with Yi Ch'ang-ho leading the charge, as the pre-eminent go power on the planet. To cover these new developments, *The Go Player's Almanac* has been completely revised and expanded. Many additions have been made to the biographical section, tournament lists, and the glossary of go terms, making it the most comprehensive reference work on go ever written, containing everything you might want to know about the game. It is a book that belongs on every go player's bookshelf. Here are some of the topics you will find within its pages:

- Go's origins, its history and philosophy;
- a complete who's who of current and historical players in China, Japan, Korea, and Taiwan;
- how to become a professional go player;
- detailed information on all the major go tournaments in the world;
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# Go World News

April~July 2001

by John Power

## International

### 5th LG Cup: The senior Yi prevails

This year it looked as if we were going to witness the birth of another teenaged world champion from Korea, but the younger Yi fell victim to a fightback by the senior Yi.

In our previous issue, we reported that the 18-year-old Yi Se-tol was on the verge of defeating Yi Ch'ang-ho, as he had taken a 2-0 lead in the 5th LG Cup best-of-five final. However, Yi Ch'ang-ho recovered from his slump and swept the remaining three games to win this title for the third time.

Fittingly, this was Yi's 100th title, after just 16 years as a professional.

#### *The results:*

Game 1 (26 March). Yi Se-tol (W) by resig.

Game 2 (27 March). Yi Se-tol (B) by resig.

Game 3 (15 May). Yi Ch'ang-ho (B) by 7½.

Game 4 (17 May). Yi Ch'ang-ho (W) by resig.

Game 5 (21 May). Yi Ch'ang-ho (W) by resig.

### Yu wins 3rd Chunlan Cup

Yu Ch'ang-hyeok 9-dan of Korea has scored his fifth victory in an international tournament, defeating O Rissei 9-dan, winner of the 2nd Cup, who represented Japan, 2-1 in the final of the Chinese-sponsored Chunlan Cup, held in Beijing at the end of June.

Korea also won the play-off for third place, with Cho Hun-hyeon 9-dan, winner of the 1st Chunlan Cup, defeating Wang Lei 8-dan (W) of China by 4½ points.

This year's tournament was yet another disappointment for the host country, which got five players into the quarterfinals, but none into the final.

Results are given below (the first two rounds were reported in GW91).

*Quarterfinals* (Hangzhou, 29 April). Yu Ch'ang-hyeok (Korea) (B) d. Kong Jie (China) by 5½; Cho Hun-hyeon (Korea) (W) d. Ma Xiaochun (China) by resig.; O Rissei (Japan) (W) d. Yu Bin (China) by resig.; Wang Lei (China) d. Zhou Heyang (China) by 2½.

*Semifinals* (Xian, 25 May). Yu (Korea) (B) beat Wang Lei (China) by resig.; O Rissei (Japan) (B) b. Cho (Korea) by resig.

*Final. Game 1* (22 June). O (W) by 7½.

*Game 2* (24 June). Yu (W) by ½.

*Game 2* (26 June). Yu (B) by resig.

### Cho Hun-hyeon wins TV Asia Cup again

Cho Hun-hyeon has made it two in a row in the TV Asia Cup, an international fast-go tournament. He won the 13th Cup by defeating a fellow Korean, Mok Chin-seok 7-dan, in the final.

This year the tournament was held from 7 to 10 May and was hosted by Japan. It featured a clash between Cho Chikun and Yi Ch'ang-ho in which the former scored what was only his second win in nine encounters. However, Cho was then eliminated by Mok. Ishida Yoshio, the NHK Champion, came out on the wrong side of his third half-pointer with Ma Xiaochun of China in three games.

Cho has now won over 150 titles (we don't know the exact figure).

#### *The results:*

*Round 1.* Ma (B) d. Ishida by ½; Cho Chikun (B) d. Yi by resig.; Mok (B) d. Hu Yaoyu (China) by resig.

*Round 2.* Cho Hun-hyeon (B) d. Ma by resig.; Mok (W) d. Cho Chikun by 4½.

*Final.* Cho (B) d. Mok by resig.

### 14th Fujitsu Cup: all-Korean final

As usual, there were many interesting encounters and surprising results in this



year's Fujitsu Cup, so we would like to review it round by round.

### *Opening rounds: a triumph for Japan*

The first two rounds of the Cup were a triumph for the host country: the oldest player, Ishii Kunio 9-dan, played the best game of his life to defeat Yi Ch'ang-ho; to follow up, Kobayashi Koichi and a disciple, the 20-year-old Kono Rin 5-dan, between them disposed of the top four players in China's rating list.

Also making a splash was Taiwan's top player, Zhou Junxun 9-dan, who defeated the new Korean star Yi Se-tol 3-dan.

*Round 1* (14 April, Tokyo). Kobayashi Koichi 9-dan (Japan) (B) defeated Ma Xiaochun 9-dan (China) by resig.; Kono Rin 5-dan (Japan) (W) d. Shao Weigang 9-dan (China) by resig.; Ch'oe Myeong-hun 7-dan (Korea) (W) d. O Meien 9-dan (Japan) by 5½; Kong Jie 5-dan (China) (W) d. Thomas Hsiang ama. 6-dan (USA) by resig.; Rui Naiwei 9-dan (Korea) (W) d. Guo Juan 5-dan (Europe) by resig.; Ishii Kunio 9-dan (Japan) (B) d. Yi Ch'ang-ho 9-dan (Korea) by resig.; Rin Kaiho 9-dan (Japan) (W) d. Fernando Aguilar ama. 6-dan (South America) by resig.; Zhou Junxun 9-dan (Chinese Taipei) (W) d. Yi Se-tol 3-dan (Korea) by resig.

Incidentally, White won six out of eight games in the first round.

*Round 2* (16 April, Tokyo). Cho Hun-hyeon 9-dan (Korea) (B) d. Kong Jie (China) by resig.; Zhou (Chinese Taipei) (B) d. Mok Chin-seok 5-dan (Korea); Rin Kaiho (Japan) (B) d. Yu Ch'ang-hyeok 9-dan (Korea) by resig.; Kobayashi Koichi (B) d. Chang Hao 9-dan (China) by 4½; Kono Rin (Japan) (W) d. Zhou Heyang 9-dan (China) by resig.; Yu Bin 9-dan (China) (W) d. Ishii Kunio (Japan) by resig.; Ch'oe (Korea) (W) d. O Rissei (Japan) by ½; Cho Chikun 9-dan (Japan) (W) d. Rui Naiwei (Korea) by 2½.

### *Quarterfinals: Korean and Taiwan star*

The quarterfinals were held in China, but, unfortunately for the host country, they saw the sole remaining Chinese representative, Yu Bin 9-dan, bow out. Kobayashi and

his disciple were also eliminated, the former losing to Cho Hun-hyeon of Korea, who is his nemesis (he now has a 7-3 lead over him), and Kono to Taiwan's Zhou, who for the first time in his career reached the semifinals of an international title. He was joined by a fellow countryman, Rin Kaiho, playing for Japan. Rin was having his best international tournament for many years; later he went on to win the Meijin league — he seems to be enjoying a renaissance in his career.

*Quarterfinals* (2 June, Shenzhen). Cho (Korea) (B) d. Kobayashi (Japan) by resig.; Rin (Japan) (B) d. Yu Bin (China) by 1½; Zhou (Ch. Taipei) d. Kono (Japan) by ½; Ch'oe (Korea) (B) d. Cho (Japan) by 8½.

### *Semifinals: as usual, Koreans prevail*

The semifinals were held in Osaka on 7 July. The expectations of Taiwanese fans for an all-Taiwanese final were betrayed, Rin and Zhou being bounced out of the tournament by the Koreans. Cho Hun-hyeon has been enjoying great form in international go recently, so the real news is the success of Ch'oe Myeong-hun, who by reaching the final has topped his best previous international result: third place in the 1st Chunlan Cup. This is his chance to make his big breakthrough.

The final will be played at the Nihon Ki-in on 4 August, just after we go to press. Whatever happens —

### **Korean dominance continues**

As the results of the four titles given above show, Korean domination of the international titles continues. As both finalists in the Fujitsu Cup are Korean, it will be Korea's seventh international win in a row.

To summarize the record since the beginning of 2000:

#### **2000**

##### *May*

Cho (Korea) wins 12th TV Asia Cup.

Yu Bin (China) wins 4th LG Cup.

##### *June*

O Rissei (Japan) wins 2nd Chunlan Cup.



*August*

Cho Hun-hyeon (Korea) wins 12th Fujitsu Cup.

*December*

Yu Ch'ang-hyeok (Korea) wins 5th Samsung Cup.

Yi Ch'ang-ho (Korea) wins 4th Ing Cup.

**2001***May*

Yi Ch'ang-ho (Korea) wins 5th LG Cup

Cho (Korea) wins TV Asia Cup.

*June*

Yu (Korea) wins 3rd Chunlan Cup.

*August*

Cho or Ch'oe wins 14th Fujitsu Cup.

In addition, Korea won the 1st Nong Shim Spicy Noodles team tournament in March 2000 and the 2nd Nong Shim in March 2001.

**Most world championships won**

- 15: Yi Ch'ang-ho
- 8: Cho Hun-hyeon
- 6: Takemiya Masaki
- 5: Yu Ch'ang-hyeok
- 4: Yoda Norimoto,
- 2: Otake Hideo, Ma Xiaochun, Yu Bin, O Rissei

**6th LG Cup starts**

Less than a month after the 5th Cup was decided, the 6th Cup got off to a start, with the opening two rounds being played in Seoul on 12 and 14 June. Readers won't be surprised to hear that five Koreans made the quarterfinals, including the two Yis (no one is betting against a rematch). Below are full details.

*Round 1 (Seoul, 12 June).* Cho Chikun 9-dan (Japan) (B) beat Chang Hao 9-dan (China) by resig.; O Meien 9-dan (Japan) (W) b. Ch'oe Myeong-hun 7-dan (Korea) by resig.; Yamashita Keigo 7-dan (Japan) (W) b. Pak Song-su 2-dan (Korea) by resig.; Yu Ch'ang-hyeok 9-dan (Korea) (B) b. Ryu Shikun 7-dan (Japan) by resig.; Mok Chin-seok 5-dan (Korea) (B) b. Kobayashi Koichi 9-dan (Japan) by resig.; Yang Chae-ho 9-dan

(Korea) (W) b. Yu Bin 9-dan (China) by resig.; Luo Xihe 8-dan (China) (B) beat Zhou Junxun 9-dan (Taiwan) by 2½; Michael Redmond 9-dan (USA) (W) beat Alexander Dinerstein ama. 7-dan (Europe) by resig.

*Round 2 (Seoul, 14 June).* Yamashita (Japan) (W) b. Seo Pong-su 9-dan (Korea) by resig.; Yu (Korea) (B) b. O Rissei 9-dan (Japan) by resig.; Yi Se-tol 3-dan (Korea) (B) b. O Meien (Japan) by resig.; Cho Hun-hyeon 9-dan (Korea) (B) b. Cho Chikun 9-dan (Japan) by resig.; Yi Ch'ang-ho 9-dan (Korea) (W) b. Redmond (USA) by resig.; Mok (Korea) (B) b. Ma Xiaochun 9-dan (China) by resig.; Luo (China) (W) b. Rui Naiwei 9-dan (Korea) by resig.; Zhou Heyang 9-dan (China) (W) b. Yang (Korea) by 2½.

There is a long break before the quarterfinals, scheduled to be held in Guilin in China on 26 October. The pairings are:

Yamashita Keigo vs. Cho Hun-hyeon  
Luo Xihe vs. Yi Ch'ang-ho  
Zhou Heyang vs. Yu Ch'ang-hyeok  
Mok vs. Yi Se-tol.

**Chang Hao wins Japan-China Tengen Play-off**

China has scored yet another victory in the annual Tengen play-off with Japan. Chang Hao 9-dan, holder of the Chinese Tianyuan title, defeated Ryu Shikun, the Japanese Tengen, 2-0 in the 14th play-off, held in Shanghai. This gave China its ninth victory in the series. Ryu was making his fourth appearance as Japan's representative, but so far he has not been able to win a single game.

*The results:*

Game 1 (22 May). Chang (W) won by 3½.

Game 2 (24 May). Chang (B) won by resig.

**Honours shared in last Japan-China Super Go**

Once again honours were more or less evenly shared in the 16th and last Japan-China Super Go: Japan won the clash between the NEC champions, but China won the other two matches.



The top play-off was between Cho Chikun 9-dan, winner of the Japanese NEC Cup, and Luo Xihe 8-dan, holder of the Chinese NEC Cup. Cho dominated this match, winning it 2-0. However, Dong Yan 7-dan defeated Mizokami Tomochika 7-dan 2-1 in the play-off between the Chinese and Japanese NEC New Stars champions, and Xu Ying 3-dan defeated Inori Yoko 5-dan by the same margin in the women's play-off.

The Super Go series started off as team matches, which China won 7-4, then switched to the format of three best-of-three matches. Japan did better in these, winning four out of five on the top board and seven out of 15 overall (neither side ever made a clean sweep). However, the sponsors seem to have decided that, with the proliferation of international titles, this series has served its purpose.

The matches were played in Hangzhou in China on 27, 28, and 29 June. Full results are given below.

#### *NEC Champions play-off*

Game 1. Cho (B) beat Luo by resignation.

Game 2. Cho (W) beat Luo by resig.

#### *NEC New Stars play-off*

Game 1. Dong (B) beat Mizokami by resig.

Game 2. Mizokami (B) beat Dong by resig.

Game 3. Dong (B) beat Mizokami by resig.

#### *Women's play-off*

Game 1. Xu (W) beat Inori by 0.5.

Game 2. Inori (W) beat Xu by resig.

Game 3. Xu (W) beat Inori by resig.

### **China wins 23rd World Amateur Go Championship**

In the 23rd World Amateur Go Championship, held from 10 to 14 June in Hyuga with 56 countries participating, Li Daichun of China swept to victory with a perfect score of eight wins. Taking second place was Kanazawa Moriei of Japan with 7-1. Heading a group of seven players with six wins was Dong Ming Liu of Australia; his third place was the best result yet by a player from the southern hemisphere.

This year's tournament was held in the city of Hyuga, in Miyazaki Prefecture. This

city has a strong connection with go, being the only place in the world to manufacture clam-shell go stones; it has seven factories active, although nowadays the local supply has been largely exhausted, so the stones are imported from Mexico. It is also a leading manufacturer of *kaya* go boards, which are another luxury item. Every year the city holds a Clam Shell Go Stones Festival, which was moved up from its usual timing in November to coincide with the tournament.

This year most of the attention was focused on the 14-year-old Korean representative, Ko Keun-tae; Ko is the current Korean amateur champion and has hopes of becoming a professional, but he stumbled in the fourth round, losing to Wang Yee Hsun of Hong Kong China; he also lost to Li in the final round, and so had to be content with 4th place.

The key game of the tournament came in the sixth round, when the only undefeated players, Kanazawa and Li, were matched. Li's win opened up the path to victory.

The other prizes went as follows:

5th: Alexei Lazarev (Russia)

6th: Zhiqi Yu (Canada)

7th: Wang Yee Hsun (Hong Kong China)

8th: Lin Yu Hsiang (Chinese Taipei).

## **News from Japan**

### **O Rissei wins 39th Judan title**

O Rissei Kisei has followed up on his excellent start to the year, when he defended the Kisei title, by winning his first Judan title. He had unsuccessfully challenged for this title in 1996, but this time he made no mistake, defeating Kobayashi Koichi 3-2. The first four games of the match were all won by White, but Black came good in the final game.

#### *Results:*

Game 1 (3 March). Kobayashi (W) by 2½.

Game 2 (22 March). O (W) by ½.

Game 3 (5 April). Kobayashi (W) by 5½.

Game 4 (19 April). O (W) by 1½.

Game 5 (25 April). O (B) by resig.





*O Rissei wins his first Judan title.*

**The 55th Honinbo League** (5 October 2000–5 April 2001)

Title-holder: O Meien

| Player/Opponent | C.S. | C.C. | Y.K. | O.H. | Y.S. | O.K. | H.N. | C.U. | won/lost |
|-----------------|------|------|------|------|------|------|------|------|----------|
| 1. Cho Sonjin   | ---  | 0    | 1    | 1    | 0    | 1    | 1    | 0    | 4-3      |
| 2. Cho Chikun   | 1    | ---  | 0    | 1    | 0    | 1    | 1    | 0    | 4-3      |
| 3. Yamada Kimio | 0    | 1    | ---  | 1    | 1    | 0    | 0    | 0    | 3-4      |
| 4. Otake Hideo  | 0    | 0    | 0    | ---  | 1    | 0    | 1    | 1    | 3-4      |
| 5. Yuki Satoshi | 1    | 1    | 0    | 0    | ---  | 1    | 0    | 0    | 3-4      |
| 5. Oya Koichi   | 0    | 0    | 1    | 1    | 0    | ---  | 0    | 0    | 2-5      |
| 5. Hane Naoki   | 0    | 0    | 1    | 0    | 1    | 1    | ---  | 1    | 4-3      |
| 5. Cho U        | 1    | 1    | 1    | 0    | 1    | 1    | 0    | ---  | 5-2      |

This is O's 18th title, which puts him in equal 11th place with Takagawa Shukaku in the all-time listings, but, more significantly, it is his third concurrent title (he also holds the Oza), so he is now clearly top dog in Japan. Moreover, he has defeated, in Cho Chikun and Kobayashi Koichi, the two players who dominated Japanese go in the 80s and 90s, which makes his claim to be number one all the more unassailable.

Kobayashi's loss means that, for the first time for three decades, there is no title holder from the Kitani school.

#### **O Meien defends Honinbo title**

The 56th Honinbo title match resulted in a 4-3 victory for the defending title holder, O Meien. He defeated Cho U 7-dan, who, at

21 years three months at the start of the match, was the youngest player ever to challenge for a big-three title (he topped the previous record set by Kato Masao, who unsuccessfully challenged Rin Kaiho for the 24th Honinbo title in 1969 at the age of 22 years one month). This was also the first all-Taiwanese title match in Japan.

The youngest winner of a big-three title is Ishida Yoshio, who became Honinbo at the age of 22 years 10 months. Cho could still beat this record next year.

#### *The results:*

Game 1 (14, 15 May). Cho (B) by resig.

Game 2 (23, 24 May). O (B) by  $\frac{1}{2}$  point.

Game 3 (6, 7 June). Cho (B) by  $2\frac{1}{2}$ .

Game 4 (18, 19 June). O (B) by resig.





*O Meien evens the score in the fourth game. Watching is Nakano Hironari 9-dan.*

**The 26th Meijin League** (7 December 2000 to 2 August 2001)

Title-holder: Yoda Norimoto

| Player/Opponent   | C.K. | O.M. | O.R. | H.N. | R.S. | K.M. | R.K. | C.S. | K.H. | won/lost |
|-------------------|------|------|------|------|------|------|------|------|------|----------|
| 1. Cho Chikun     | ---  | 1    | 1    | 1    | 1    | 1    | 0    | 0    | 0    | 5-3      |
| 2. O Meien        | 0    | ---  | 1    | 1    | 1    | 0    | 0    | 0    | 1    | 4-4      |
| 3. O Rissei       | 0    | 0    | ---  | 0    | 0    | 0    | 1    | 1    | 1    | 3-5      |
| 4. Hane Naoki     | 0    | 0    | 1    | ---  | 0    | 0    | 0    | 0    | 1    | 2-6      |
| 5. Ryu Shikun     | 0    | 0    | 1    | 1    | ---  | 1    | 1    | 0    | 1    | 5-3      |
| 6. Kato Masao     | 0    | 1    | 1    | 1    | 0    | ---  | 0    | 1    | 0    | 4-4      |
| 7. Rin Kaiho      | 1    | 1    | 0    | 1    | 0    | 1    | ---  | 1    | 1    | 6-2      |
| 7. Cho Sonjin     | 1    | 1    | 0    | 1    | 1    | 0    | 0    | ---  | 1    | 5-3      |
| 7. Komatsu Hideki | 1    | 0    | 0    | 0    | 0    | 1    | 0    | 0    | ---  | 2-6      |

Game 5 (27, 28 June). Cho (B) by 1½.

Game 6 (10, 11 July). O (B) by resig.

Game 7 (18, 19 July). O (W) by resig.

#### **56th Honinbo league: final round**

In the final round of the league, played on 5 April 2001, Cho U 6-dan lost his final game, but still won the league, as the only other player in the running, Cho Sonjin, also lost. In both cases, the games were also very important for their opponents, Hane Naoki 8-dan and Cho Chikun, 25th Honinbo, respectively, as they had to win to retain their league places. Incidentally, this league was a little unusual in that there were no play-offs,

either for first place or to retain league places.

#### **Rin becomes 26th Meijin challenger**

The great veteran player Rin Kaiho, who turned 59 in May, won the 26th Meijin league with a 6-2 score, making the final round (in which he had a bye) irrelevant. He will make his first Meijin challenge in seven years. Rin has won this title eight times, second only to Cho Chikun and has played in more Meijin title matches (15) than anyone else. This will be his first title match with Yoda Norimoto Meijin, who is 23 years his junior.



*The year of Taiwan*

Rin's victory in the Meijin league confirms that this is the year of Taiwan in Japanese go. Taiwanese players hold the Kisei (O Rissei), Honinbo (O Meien) and Judan and Oza (both O Rissei) titles, the Honinbo challenger was also Taiwanese (Cho U), and now another Taiwanese is challenging for the Meijin title.

**Kobayashi leads in Gosei title match**

The 26th Gosei title match features a return match between Yamashita Keigo and the player from whom he took the title last year, Kobayashi Koichi. So far, all games have been won by Black and the challenger has taken the lead.

The fourth and fifth (if necessary) games are scheduled for 15 and 20 August.

*Results to date:*

Game 1 (5 July). Kobayashi (B) by resig.  
 Game 2 (19 July). Yamashita (B) by 16½.  
 Game 3 (24 July). Kobayashi (B) by resig.

Kobayashi became the challenger by defeating Kataoka Satoshi 9-dan in the play-off, held on 24 May. This was the second year in a row that Kataoka lost the Gosei play-off.

**26th Kisei leagues: Hane defeats Hane for league place**

The final play-off for one of the vacant places in the 26th Kisei leagues witnessed the first-ever clash between father and son in an important game. Actually, the first-ever such pairing occurred last November, when Izumitani Hideo 8-dan defeated his father, Masanori 7-dan, in a game in the second preliminary section of the Judan tournament. The Kisei play-off pitted Hane Naoki 8-dan against his father, Yasumasa 9-dan, and, like the earlier game, the son was victorious. Hane père must have had mixed feelings, but at least he could be reassured that he'd not made a mistake in encouraging his son to follow in his footsteps.

The other new members are Mimura Tomoyasu 9-dan, Mizokami Tomochika 7-dan, and Yamada Takuji 6-dan.

The membership of the Kisei leagues is

further confirmation of the generational changeover in Japanese go. Most of the familiar faces from the past two decades are missing. Moreover, there's only a relatively small changeover each year: just four out of 12, compared to four out of eight in the Honinbo league. For that reason, it's not easy for even a top player like Yoda Meijin to get into the Kisei leagues.

Charts of the current leagues are given on page 54.

**Oza challenger: Cho Chikun or Kato Atsushi**

Cho Chikun may soon have a chance to remedy his unaccustomed absence from the ranks of the title holders. He reached the play-off to decide the challenger for the 49th Oza title by defeating Yoda Norimoto, who took away his Meijin title, on 5 July. His opponent in the play-off will be Kato Atsushi 7-dan, who, if he wins, will be making his first title challenge.

**Catalin Taranu promoted to 5-dan**

After just a little over four years as a professional, Catalin Taranu has won promotion to 5-dan. He achieved this by beating Tsutsui Katsumi 4-dan in an Oteai game held on 6 June.

Below are some other recent promotions:

To 9-dan: Oya Koichi, Ogaki Yusaku

To 8-dan: Ueki Yoshio

To 7-dan: Kono Mitsuki, Kenmochi Jo, So Yokoku

To 6-dan: Kono Rin

To 5-dan: Kobayashi Izumi, Kurotaki Masaki, Matsumoto Takehisa, Cho Riyu

To 4-dan: Takemiya Yoko

To 3-dan: Kin En, Rin Kanketsu, Shudo Shun

**Former WAGC champion turns pro**

In the past, winning the World Amateur Go Championship was often a prelude to turning professional for Chinese players. Recently, Koreans have begun to imitate them. Now, for the first time, a Japanese player has followed in their footsteps. He is Sakai Hideyuki, who won the 22nd WAGC in 2000. Sakai had sat out the Japanese



WAGC qualifying tournament for this year's WAGC, as he was going to be too busy as an intern. However, after he secured his license as a physician in spring this year, he found that he was unable to put his go aspirations behind him. 'I didn't want to end my go life without really testing myself,' he said. Ironically, the fact that he is of professional strength (he has beaten a professional 9-dan in an even game) meant that amateur tournaments were not a challenge for him, so he decided to turn professional.

Sakai applied to the Kansai Ki-in for professional status and this was granted. However, in view of his strength and the fact that he turned 28 this year (one of his childhood friends and rivals was Yuki Satoshi, who is already 9-dan), he was given a chance to start out higher than 1-dan, if he could win some test games.

So far, he has played two and won both of them, defeating Hasegawa Hiro 5-dan, which earns him 3-dan. He is scheduled to play two more, against Nakano Yasuhiro 7-dan, who is one of the most promising young players at the Kansai Ki-in. One more win and he will start as 5-dan (there's no extra promotion for winning both games).

## News from Korea

### 44th Kukusu: Cho takes revenge on Rui

Cho Hun-hyeon has wasted no time taking revenge on Rui Naiwei for his loss of the Kukusu title last year. He became the challenger this year and swept the title match five

three straight (it was changed to a best-of-five this year). Rui, the first woman ever to win a professional title open to both sexes, saw her reign as National Champion (the meaning of Kuksu) end after just one year.

#### *The results:*

Game 1 (20 Feb.). Cho (W) by resig.

Game 2 (6 March). Cho (B) by 4½.

Game 3 (7 April). Cho (W) won by resig.

## News from China

### Zhang Wendong wins 9-dan section in Qisheng tournament

The Qisheng is modeled on the original format of the Japanese Kisei tournament, with the first stage being mini-tournaments for each dan. The final of the 9-dan section was held on 27 February; playing white, Zhang Wendong defeated Nie Weiping by 6½ points.

### Chinese Pair Go tournament

The 5th Hitachi Cup, a pair-go tournament for professionals, was held in Shanghai on 12 and 13 May and was won by Li Chunhua 4-dan and Zhou Heyang 8-dan. In the final they defeated last year's winners, Zhang Xuan 8-dan and her husband Chang Hao 9-dan.

Third place was taken by Rui Naiwei 9-dan and Liu Xiaoguang 9-dan. It's interesting to see that Rui, though a member of the Hanguk Kiweon, is playing in Chinese tournaments.

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## 14th Fujitsu Cup: Ch'oe vs. Cho Chikun

There were many memorable encounters in this year's Fujitsu Cup, but, as we have space for just one game, we would like to give the one that featured the most spectacular fighting. It will also serve to introduce a player who may well be one of the stars of 21st-century go.

**White:** Cho Chikun 9-dan (Japan)

**Black:** Ch'oe Myeong-hun 7-dan (Korea)

Komi: 5½; time: 3 hours each.

Played in Shenzhen, China, on 2 June 2001.

*Commentary by Kojima Takaho 9-dan.*



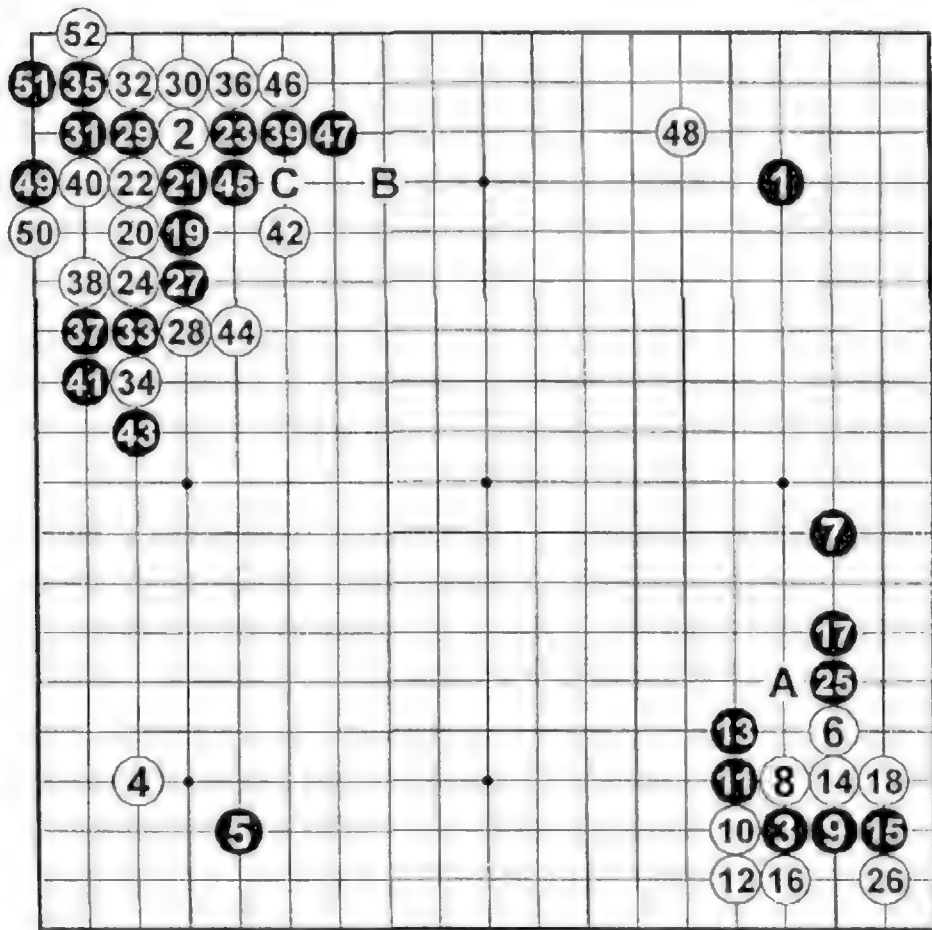


Figure 1 (1-52)

**Figure 1 (1-52). Cho's dubious joseki**

White 18 could also be at A. The pattern to 18 is actually the oldest version of the joseki, but the result to 18 is considered good for Black because of his thickness.

Black 25 completes the joseki, but, for some unknown reason, Ch'oe switches to the upper right for a few moves before playing it.

Cho goes for territory again on the top left, but 46 is dubious; instead, he should secure the corner with White 52 (Black will then play at B).

After 52, Black has an approach-move ko; moreover, he has plenty of ko threats. In retrospect, Cho's choice of this joseki is dubious, because of the influence it gives Black. Perhaps he should simply have played 20 at C.

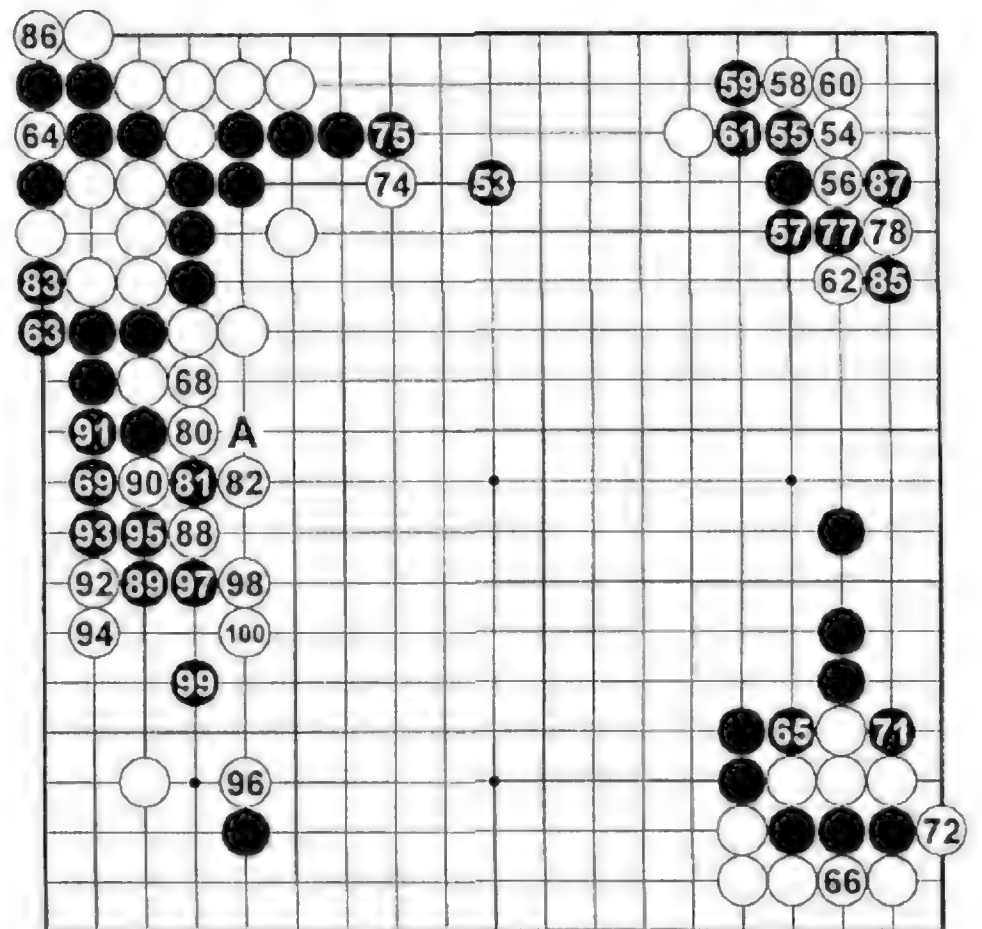


Figure 2 (53-100)

ko: 67, 70, 73, 76, 79, 84

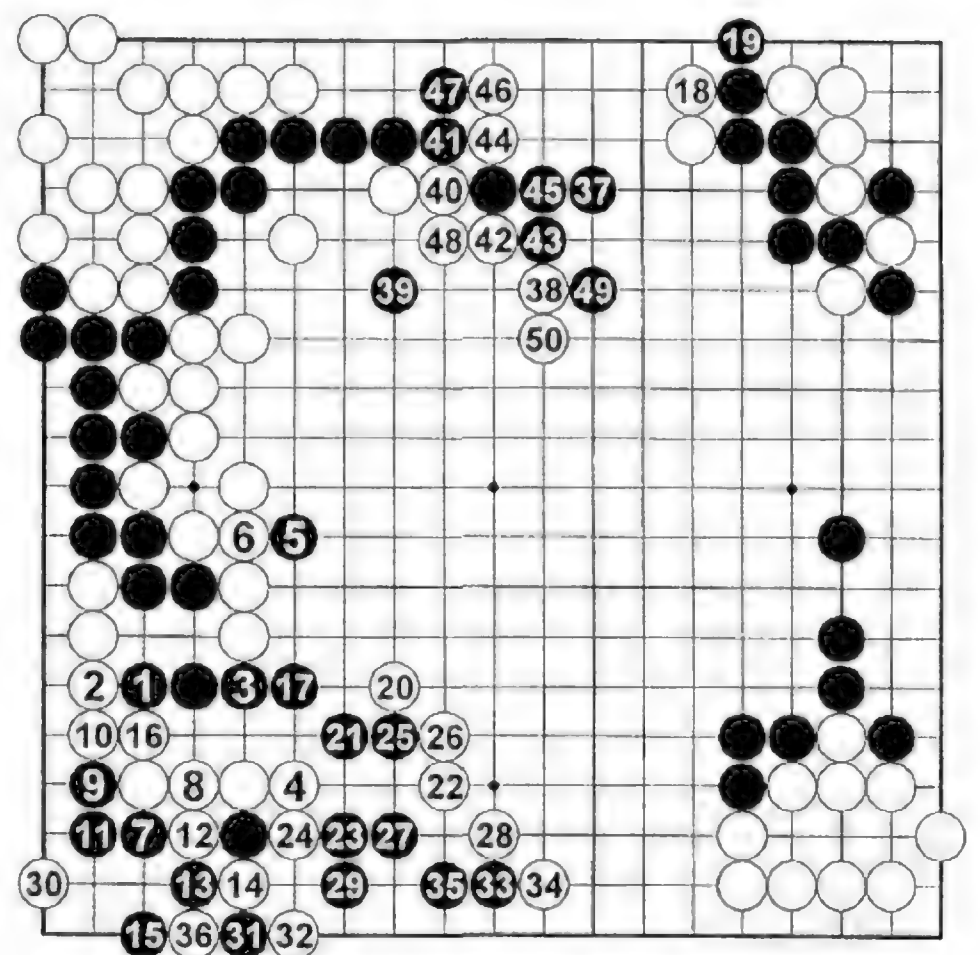


Figure 3 (101-150)

**Figure 2 (53-100). White falls behind.**

Again Cho goes for profit with 54. After the joseki, Black starts the approach-move ko with 63, though attacking White with A would be good enough. It's unusual to start an approach-move ko so early, but Black has a wealth of ko threats.

Black 69 is necessary. If at 83, White could get extra profit by ending the ko with 91 (ignoring a ko threat by Black).

White is out of ko threats, so he can't answer Black 85.

**Figure 3 (101-150). Ch'oe's brilliant play**

White 4 is an overplay: White had to patiently reinforce at 12.

Black 7 is a sharp move. White 8 is forced: White can't permit Black 8. The tables are now turned, with the defender becoming the attacker. After 29, White doesn't have two eyes.

White has to resort to a ko with 30. Black lives with 33 and 35, and the corner remains as a 'flower-viewing ko', that is, a kind of



bonus for Black. Ch'oe has played brilliantly.

Black 37 is enough. White's only hope is to get a big centre.

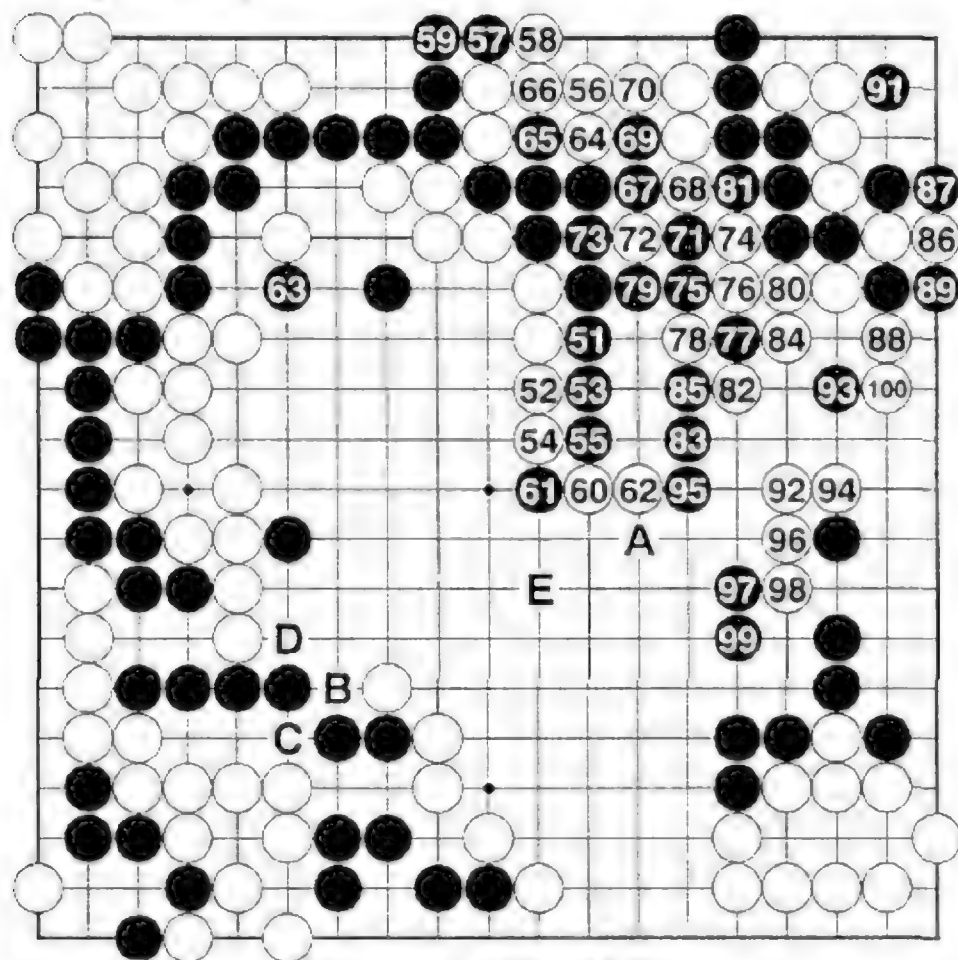
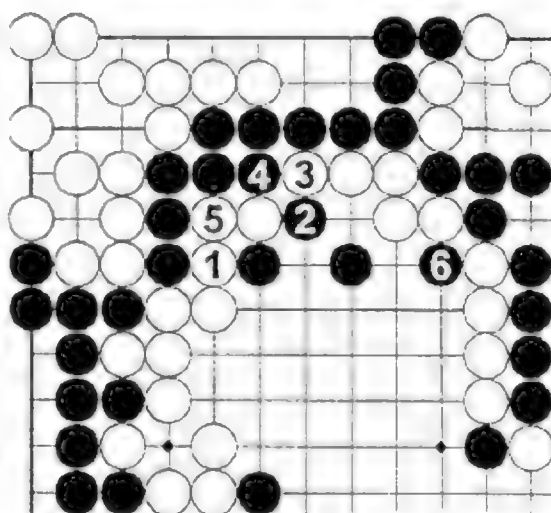


Figure 4 (151-200)

Figure 4 (151-200). Cho's brilliant play

White 60 is an all-out move. White 61 would not be enough: Black A, White B, Black C, White D, Black E.

Black 61 shows fighting spirit: Black 62 would be good enough.



Dia. 1

Black 63. White can't resist: see Dia. 1.

Now it is Cho's turn for some brilliant play, as he pulls out some stones and lives on the right side. Living inside a moyo like this would normally upset the opponent's lead, but —

Figure 5 (201-250). The game is decided.

Ch'oe is ready with the severe move of 1, which keeps the lead.

Black 13 is a calm move that eliminates all the bad aji here.

White 14. If at 35, Black pulls out his stone with 15 etc. and will capture the three stones to the right of 15. It is only thanks to 14 that White can resist with 18. Even so,

Black gets an excellent squeeze.

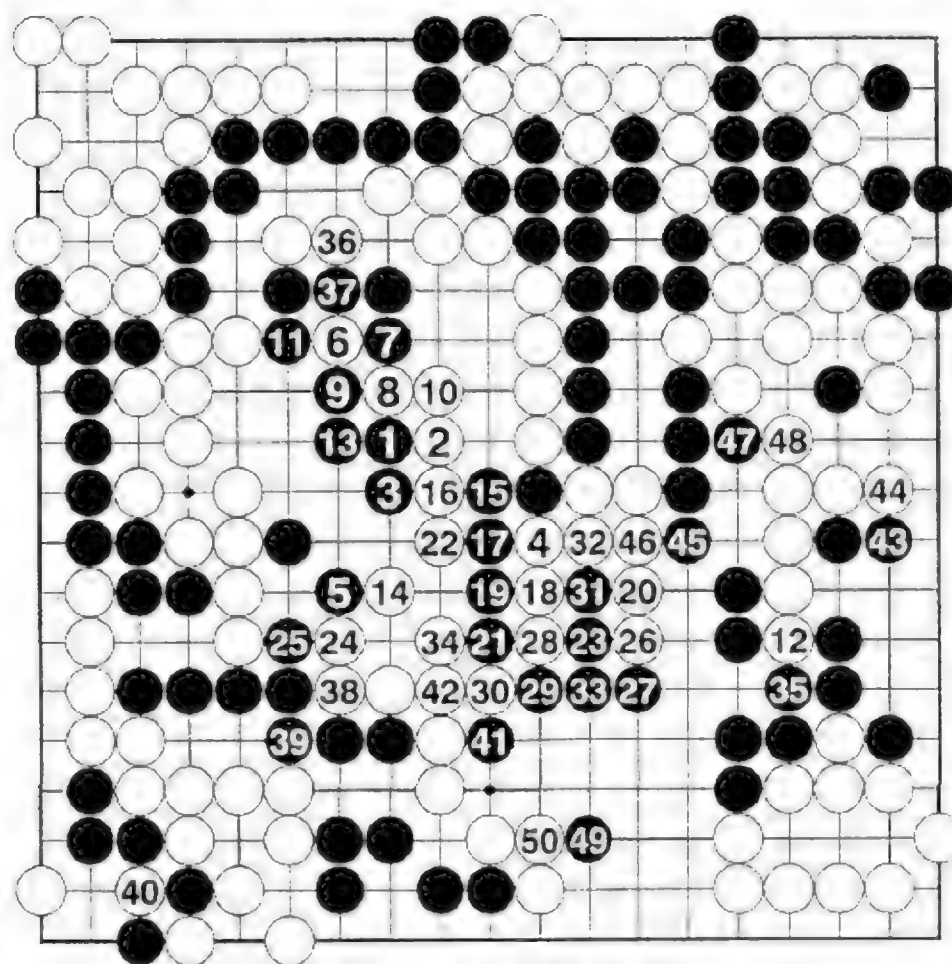


Figure 5 (201-250)

90: throws in (left of 86)

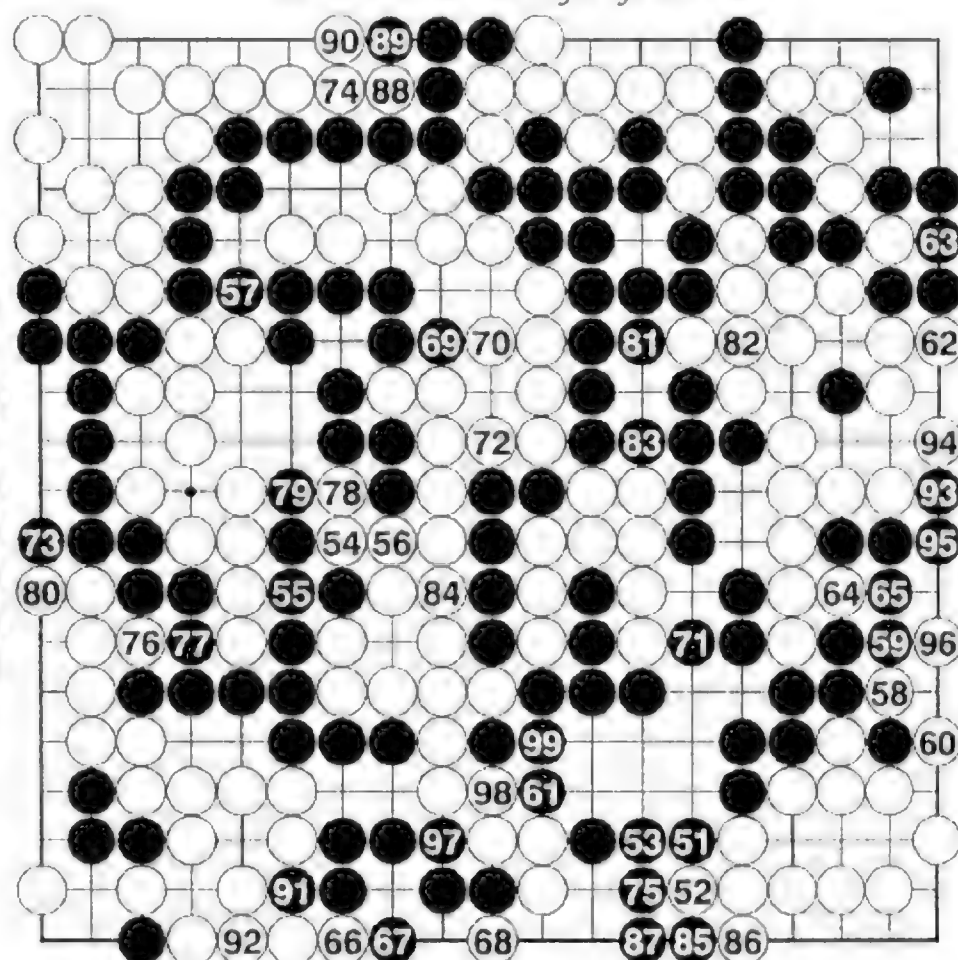


Figure 6 (251-299)

Figure 6 (251-299). A triumph for Ch'oe

In his previous four appearances in the Fujitsu Cup, Ch'oe had won only one game, yet this year he triumphed over the cream of the Japanese go world in O Meien, O Rissei and Cho Chikun. He has already had some successes in Korean tournaments; finally he has been able to match that on the international stage.

Black wins by 8½ points.

(Adapted from the Yomiuri by John Power)



# The World of Cho U

by Sano Shin

Cho U is one of the bright young stars of the Japanese go world. In April 2001, Cho became the youngest player to challenge for the Honinbo title. He is also a composer of ingenious life-and-death problems which have attracted the attention of fellow professionals and amateurs alike. Each month in the Nihon Ki-in magazine Gekkan Go Waarudo (Monthly Go World), the go writer Sano Shin has been presenting two of Cho's problems. Below are eight problems from the last four issues. A word of warning: they are not easy; even pros have a hard time solving them.

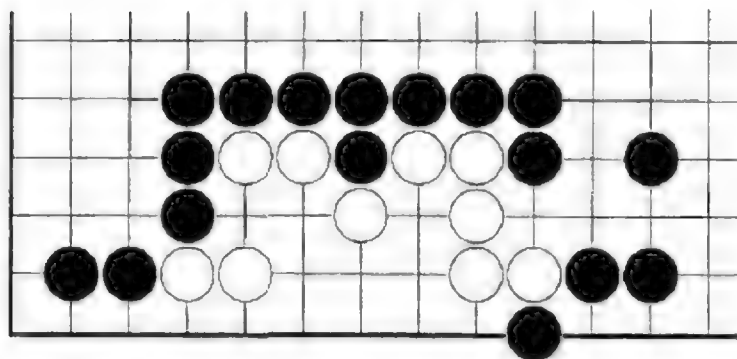
## From the April 2001 issue

According to Ishida Akira 9-dan, there are two essential conditions that must be satisfied to make a good life-and-death problem.

- The pattern must be simple: one that would naturally appear in a game.
- When the solution is finally found it must

be convincing, leaving no doubt that it is indeed the correct one.

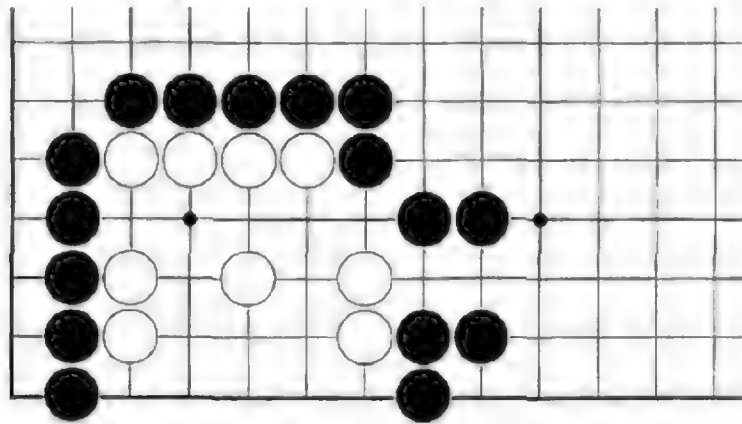
Every problem Cho composes fulfills both these conditions. The two below are typical examples of his work. You will have a nice time trying to solve them, and, when you see the answers, you will be impressed.





## From the June 2001 issue

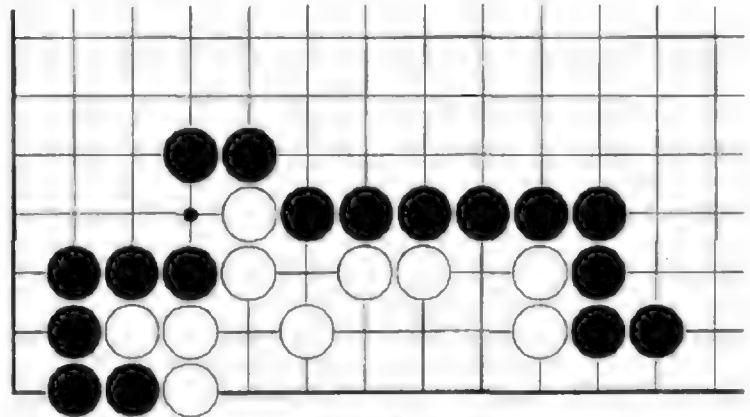
Cho was exhausted after the final game of the Honinbo league. Still he took time to ask me [Sano Shin] how this column was going. I think this shows the importance that Cho puts on this series.



Problem 5

If you find the first move, finding the remaining moves will be comparatively easy. Black can take advantage of White's shortage of liberties in an unexpected way.

According to Cho, Problems 1 to 4 are quite difficult, but the following two are a bit easier. Cho might think that they are easy, but our readers may feel otherwise.

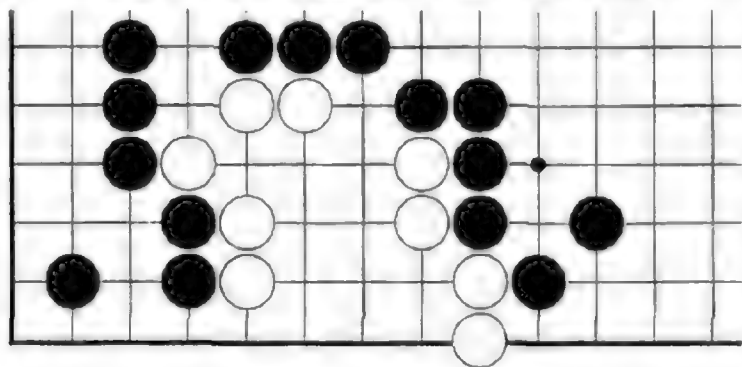


Problem 6

First you have to find the vital point. Next, you have to read out completely all the variations and consider White's strongest resistance.

## From the July 2001 issue

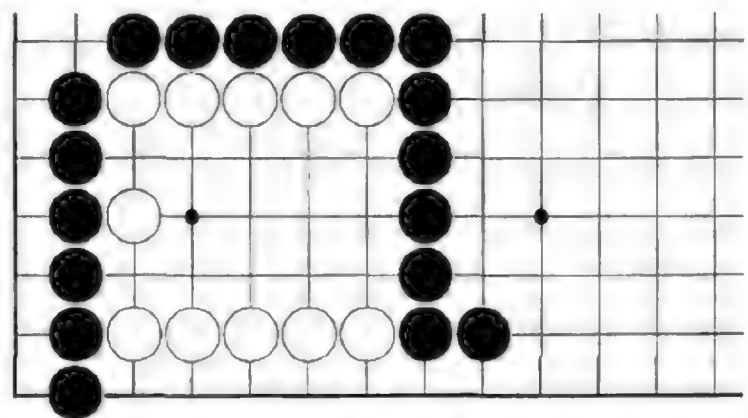
On April 16, Cho defeated So Yokoku 6-dan to earn promotion to 7-dan. When a reporter asked how he felt, he answered: 'I'm not so concerned about my ranking.' A reader might be puzzled by this answer, but what he really meant was that he was more concerned about maintaining his run of



Problem 7

The first move is easy. The problem is the order of moves after finding the first one. Then you have to imagine the finishing shape.

consecutive wins in the Oteai. With his win against So, Cho had won 27 straight games in the Oteai. The record is held by Kono Rin 6-dan, who has amassed 34 wins in a row. It seems that Cho's real concern is to break that record.



Problem 8

This is a beautiful problem. White has a sure eye on the edge, but how is Black going to stop him from getting an eye in the center.

*Answers start on page 55*

## The 56th Honinbo Title Match

Cho U led the 56th Honinbo league right from the start. He only faltered at the end when he lost to Hane Naoki. But his nearest rival, Cho Sonjin, also lost his last game to Cho Chikun, so he won the league with a win-loss record of 5-2. At 21 years and 2 months, he became the youngest player to

challenge for this title. The previous record was set by Ishida Yoshio who was 22 when he became the challenger and eventually won the title. Had Cho won this match, he would have broken this record as well.

We present the first two games of the match.



## Game One

**Black:** Cho U 7-dan

**White:** O Meien Honinbo

Time: 8 hours each; komi: 5½ points

Played on May 14 and 15, 2001.

Commentary by Awaji Shuzo 9-dan

### Figure 1 (1–26). *O Meien's new idea*

The fighting in this game was extremely difficult from beginning to end. I analyzed the position just before the end as deeply as I was able, but I still couldn't come to any firm conclusion. You may think that I am only offering some excuse for my inability to understand this game, but it does show how difficult it was.

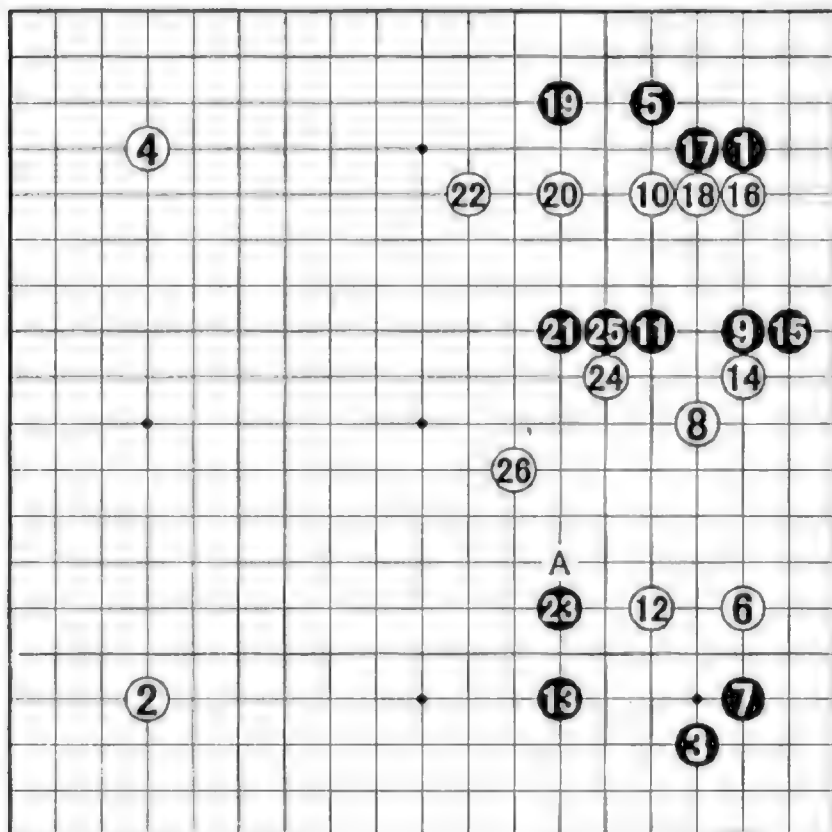


Figure 1 (1–26)

White approached with the large knight's move with 6, then extended to the fourth line with 8. Black then made a checking extension to 9. This was all quite ordinary, but with White 10 O Meien took the initiative. This is the first time that I've seen this move. Capping at Black 11 would be the normal move; it seemed as if O was trying to control the flow of the game.

Jumping to Black 11 is the natural response to White 10—the struggle moves out into the center.

Attaching at A with White 24 would be a safe way to play, but White takes a long stride into the center with 24 and 26.

### Figure 2 (27–53). *Taking advantage of thinness*

It is only natural for Black to take advantage of White's thinness by playing 29.

White answers Black's attachment at 31 with the hane of 32, but with the sequence to 37 Black is gathering strength.

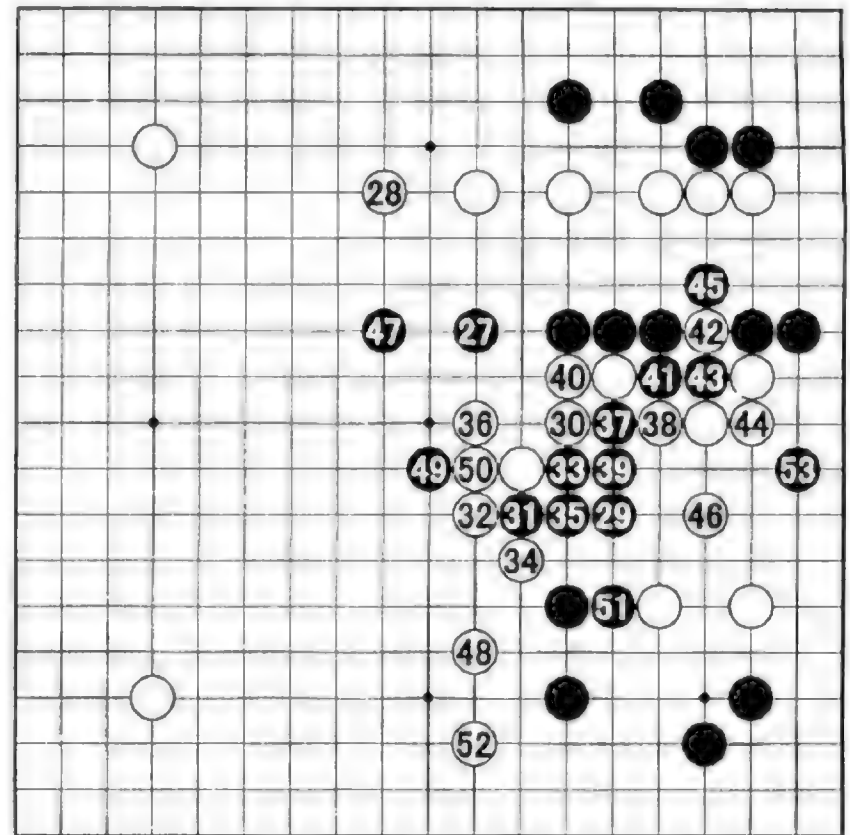


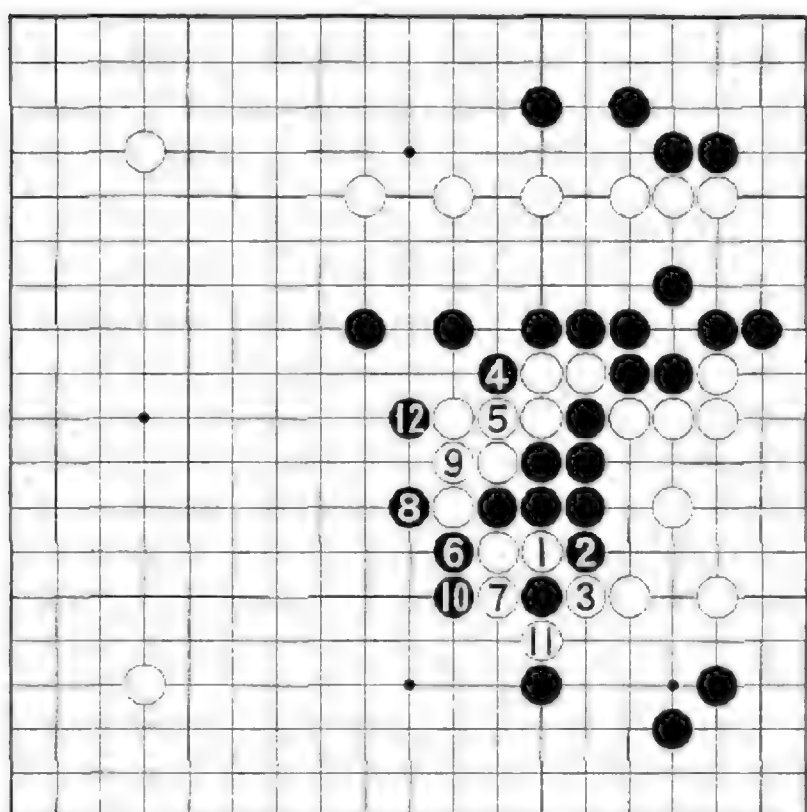
Figure 2 (27–53)

White sacrifices the stone at 42 making Black capture with 43 and 45. This sacrifice enables White to play 44 and 46. Simply playing 42 at 46 would leave White's position too thin. Certainly, Black is satisfied with having captured the stone at 42. On the other hand, White is happy to have been able to settle his stones with the sequence to 52.



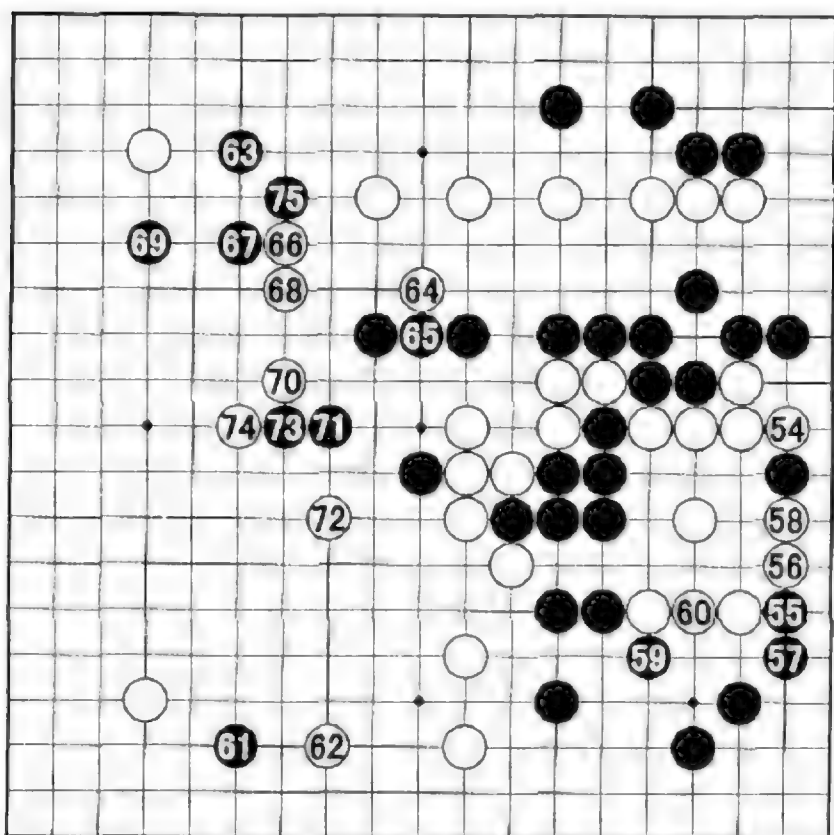
Cho U 7-dan





*Dia. 1*

White must play 48 before he cuts through with 1 and 3 in *Dia. 1*. If he neglects this move, the sequence will continue to Black 12 and White's stones in the center will be captured.



*Figure 3 (54-75)*

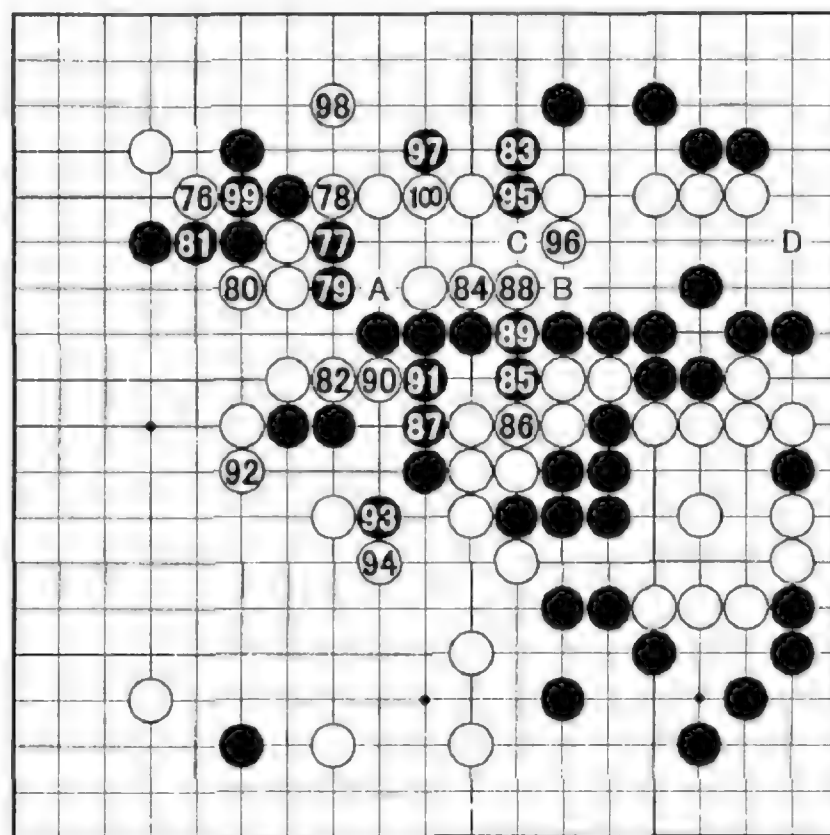
**Figure 3 (54-75). Attacking and defending**

Black played 53 in *Figure 2* because it enabled him to play 55, 57, and 59 as forcing moves. If White 56 at 57, Black will draw back to 56 and the marked stone is working well. White will have a hard time living.

The approach of Black 63 is related to the large eyeless black and white groups on the right. Both sides can easily live, but simply living is not an interesting.

If we were to evaluate this position, Black

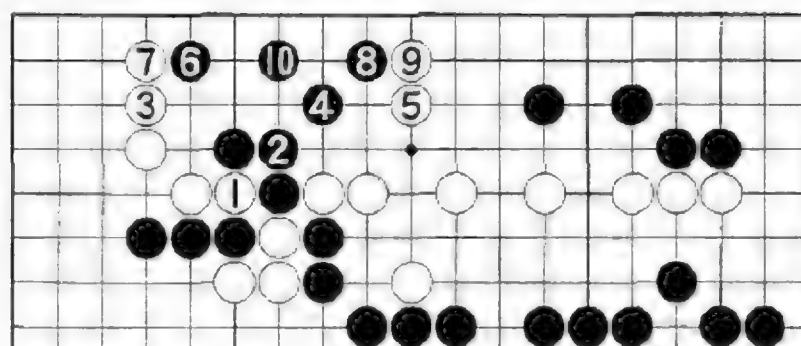
seems to have the advantage. But White is trying to sidestep Black's attack and use the aji he has to counterattack.



*Figure 4 (76-100)*

**Figure 4 (76-100). The problematic peep**

Playing White 76 at 78 or A would be a good move. White 76 seems to be the cause of White's problems because Black 77 is severe. However, it is easy to understand why White peeped at 76.



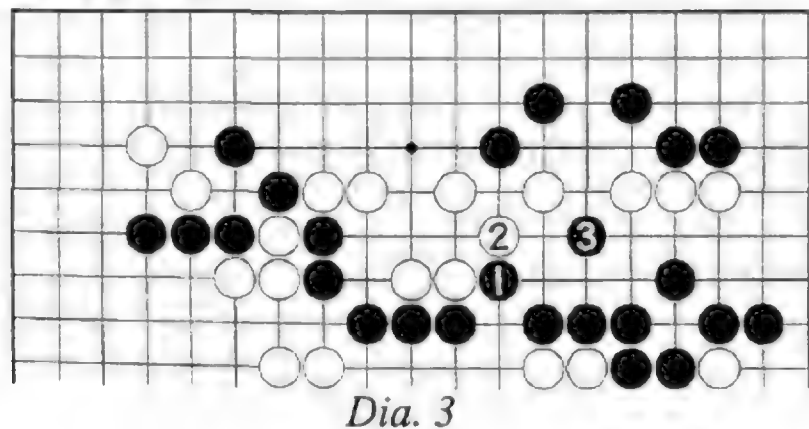
*Dia. 2*

Having peeped with 76, it would be tempting to cut with White 1 in *Dia. 2* after Black 81. However, Black will have no problem eking out space to make a living group at the top with the sequence to 10. Now when Black lives, the large group of white stones has been cut off and must struggle to live. White 82, on the other hand, robs Black of his eye shape and indirectly helps his own precarious group which also lacks eye shape. Now, after Black's escape route is blocked with White 94, Black's stones are weak. Black can certainly make eye shape by exchanging B for White C, then jump to D, but exchanging B for C also gives White eye shape. This situation is not easy to resolve.

Cho said that he regretted not answering White 84 with Black 1 in *Dia. 3*. After Black peeps with



3, his group has good eye potential. Black 85 was too easygoing.



Dia. 3

### Figure 5 (101–128). A brilliant attachment

From this point on the game became really difficult. Both players have two basic strategies: either simply live or bravely attack and fight out a capturing race. If both sides live, even with a seki, the problem will be which side emerges with sente. Black must get sente to invade the lower left corner at A. If White can play on this point first, he will get all the territory around here and Black will fall behind in the territorial balance. Keeping this in mind, look at the way the game progressed.

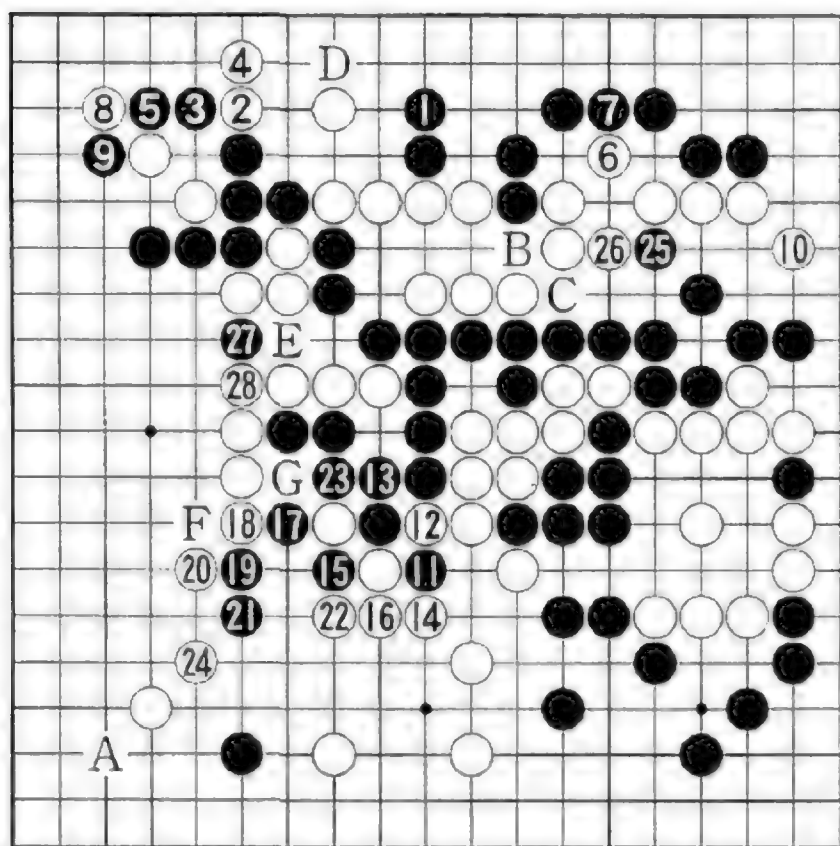


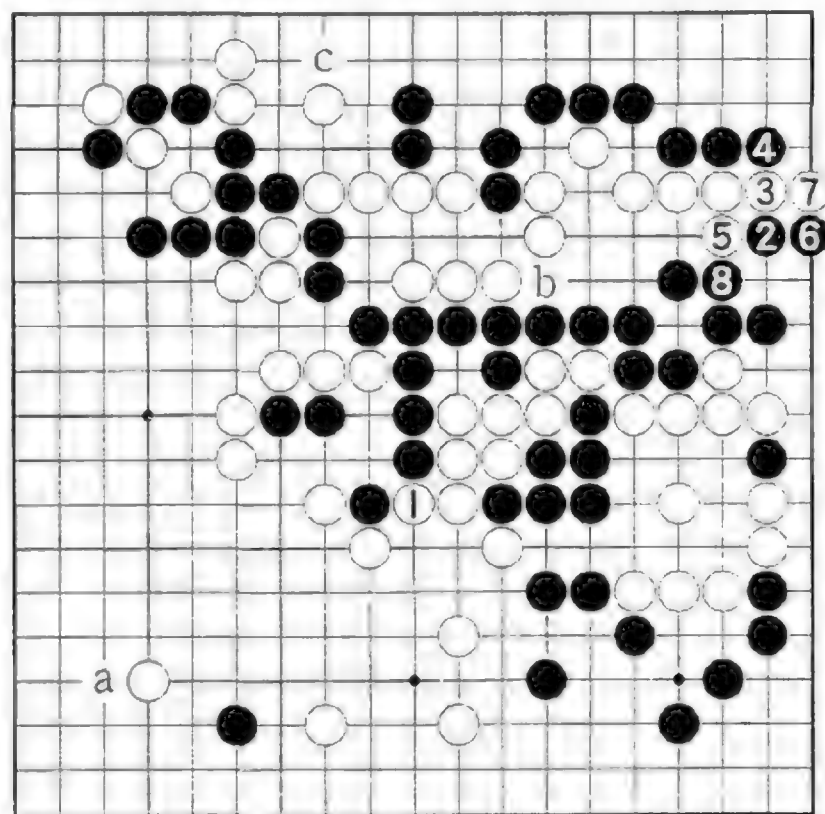
Figure 5 (101–128)

Black 1 robs White of his eye shape, but attaching with White 2 and descending to 4 increases White's liberties for the upcoming capturing race. White now plays 10, bravely choosing the capturing race. The moves from 11 also increase Black's liberties.

Black can deprive White's group of two eyes by playing the sequence Black B–White C–Black D.

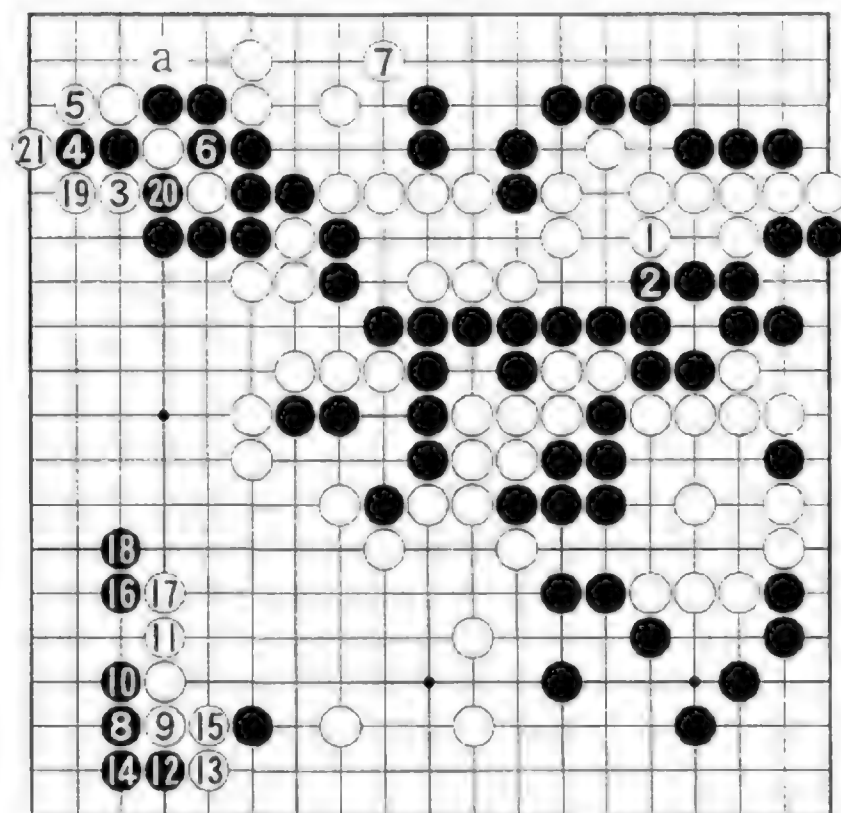
Instead of White 10, there is a more peaceful way, namely, White 1 in Dia. 4. Black can only live in gote with the sequence to 8. But now White can

add a stone at 'a' and he takes the lead. (Black can ensure two eyes because he has the forcing move at 'b'.)



Dia. 4

But things aren't so simple: White is not yet alive. If White 'a', Black will attach at 'c' and the white stones die. Therefore, White must first make sure his stones are alive.



Dia. 5

This he can do with the sequence to 7 in Dia. 5. In the process, he plays 3 and 5 to create aji. Black has no choice but to play 6. Now after White 21, he can get his eye by linking up at 'a'.

However, after White 7, Black ends in sente and he is finally able to invade at 8. In compensation, White has been able to play 3 and 5, creating the aji of 19 and 21.

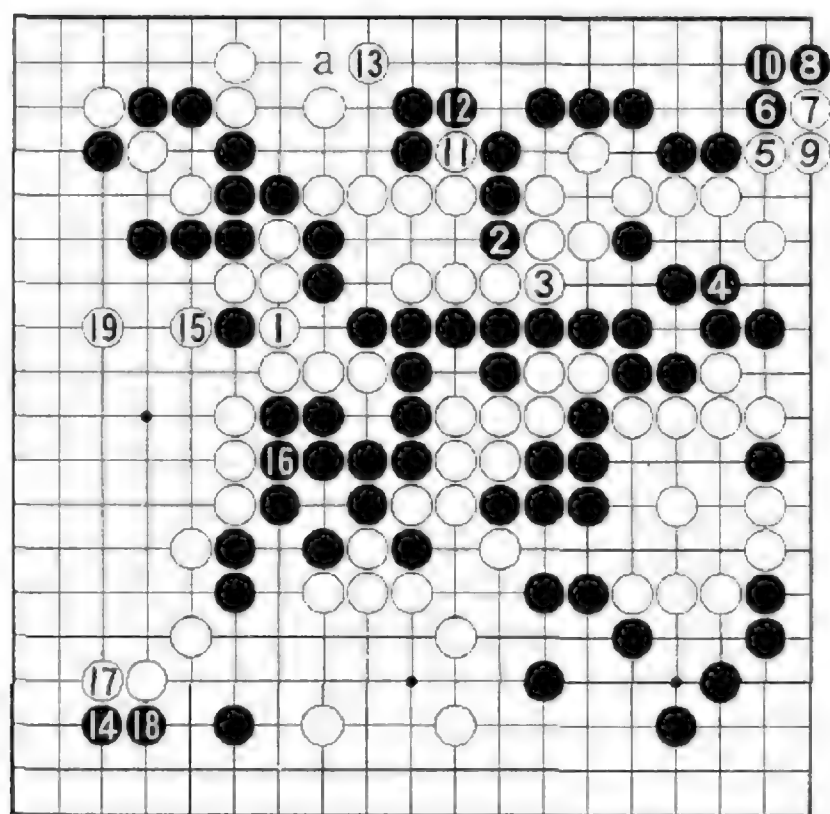
Which side has come out ahead in this skir-



mish? It looks almost even, but I feel that White is a little bit behind. I suppose that O Meien felt the same way. That is probably why he played White 10 in the figure.

However, there was one move that he missed: the attachment of 27. I don't know when Cho saw it, but it was brilliant.

Why was this such an exceptional move? If White connects at E with 28, Black cuts at 28. These two black stones can be captured in a ladder, but Black plays F and fills at G, blocking the ladder. Therefore, White must capture these two stones, so the move at G gives Black an eye in sente. In his reading of this position, O missed 27. Then, when Cho played this move, he was surprised and hastily answered with 28. This was the losing move.

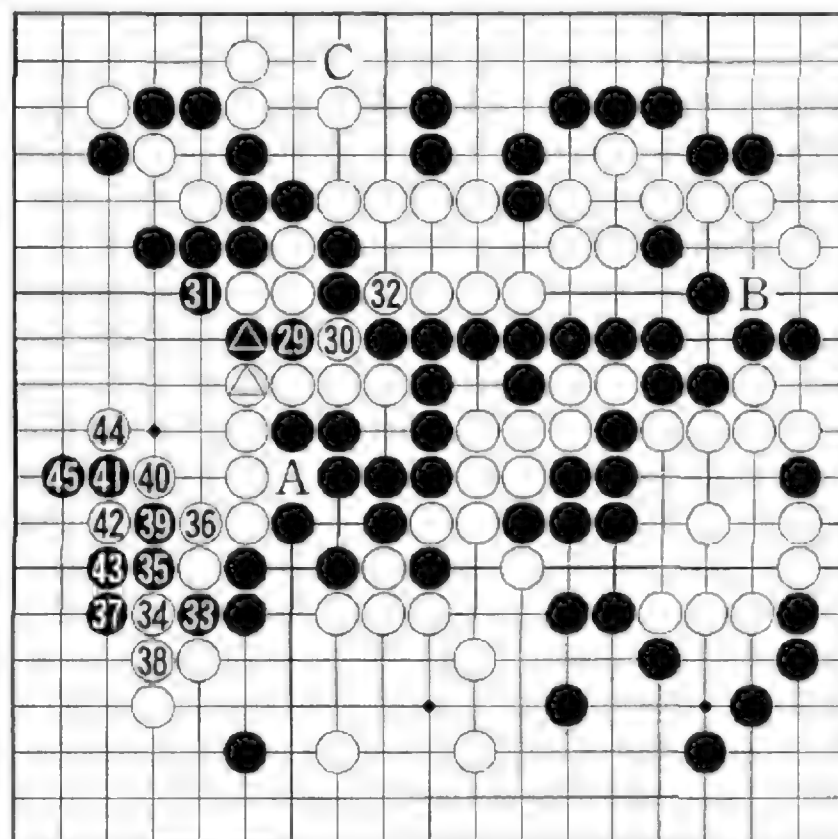


*Dia. 6*

O should have connected at White 1 in *Dia. 6*. Black gets his two eyes with 4 and 16. White also lives with 13. Next, Black invades the corner with 14, but I think White should be satisfied with the result after 15 and 19. If Black plays at 'a', instead of living with 4, a capturing race would result and the game would quickly be decided. According to my analysis, White seems to have the advantage in this capturing race.

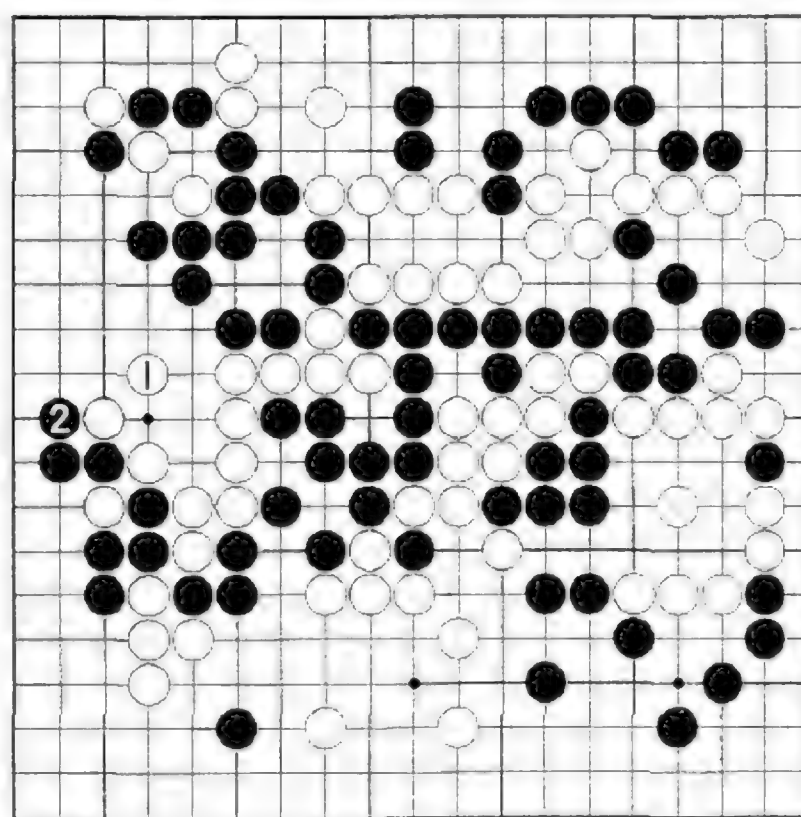
#### Figure 6 (129–145). *An abrupt ending*

After White connected with the marked stone, Black captured three stones with 29. Now White doesn't have any chance of winning. It seems that after O saw the attachment of the marked black stone, his mind went blank.



*Figure 6 (129–145)*

Certainly, connecting with the marked stone prevents Black from playing at A in sente. However, Black cuts through with 33 and 35, and White cannot defend the left side. O probably did not see the descent of 45. It is such a simple move that it seems to indicate that his mind must have gone blank. This was caused by Black's attachment with the marked stone. When O saw Black 45, he resigned.



*Dia. 7*

Even if White tries to make eye shape with 1 in *Dia. 7*, Black turns with 2 and there is not enough room to live.

As I wrote above, White should have answered the attachment of the marked black stones by connecting at 29. After that Black could have simply lived by connecting at B, or started a



large-scale capturing race by attaching at C. I don't know which way Cho would have played because I don't know how he felt.

If he connects at B, I think that White could also live. The problem with a black attachment at C is that it becomes nearly impossible to analyze the end result. My conclusion is as I wrote in the previous figure: White is slightly better. I can't say for sure, which may seem to disqualify me as a commentator, but that's how difficult it is.

White's strategy in the opening was a bit unreasonable, so from then on Black's game seemed favorable. At some point the game was thrown into confusion, which is evidence of O's latent strength.

*White resigns after Black 145.*

## Game Two

**White:** Cho U 7-dan

**Black:** O Meien Honinbo

Played on May 23 and 24, 2001.

*Commentary by Awaji Shuzo.*

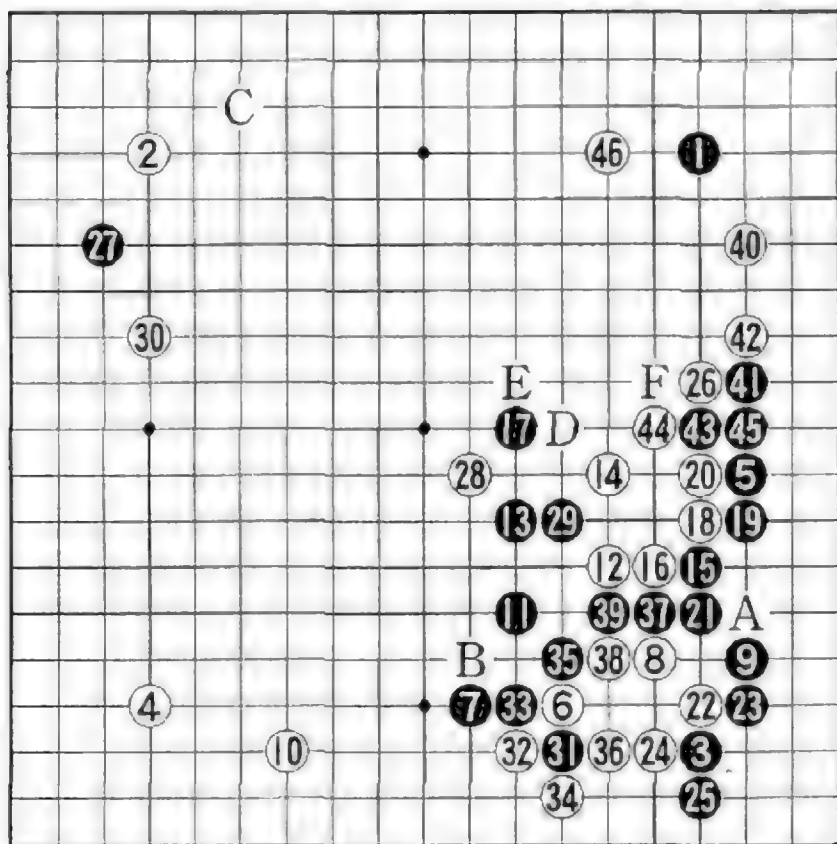


Figure 1 (1-46)

### Figure 1 (1-46).

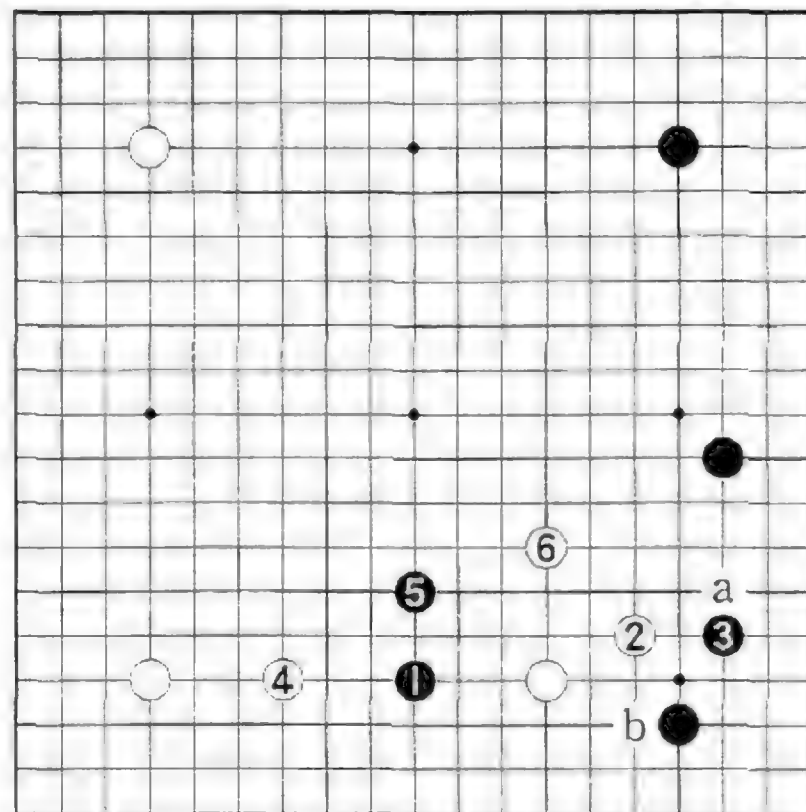
This game started with O playing a Chinese Opening and Cho playing a nirensai.

O played quickly in the beginning.

White 6 approached the black stone at 3 from behind and Black pincer up close with 7. After White 10, Black put the pressure on White with the knight's move of 11.

In this position, Black usually plays a pincer at

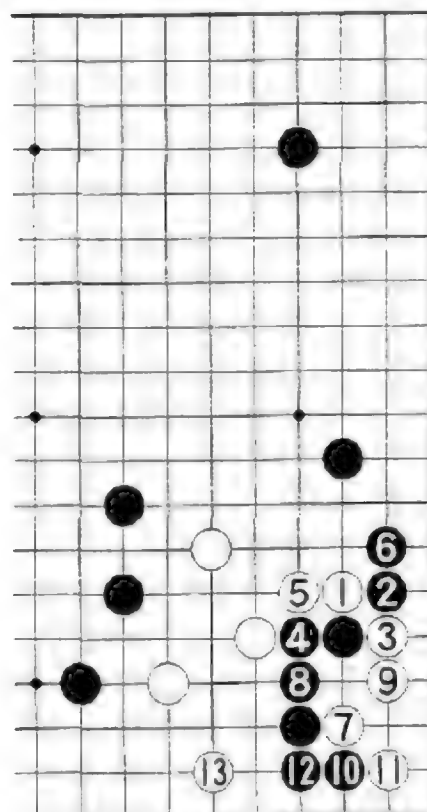
1 in *Dia. 1*. The sequence to White 6 is the usual continuation. Black 7 and 11 in the game have not been tested in title matches, but O is not the type of player who likes to play formula-like sequences such as the one in *Dia. 1*. It's not a question of good or bad; it is O insisting on his own individuality.



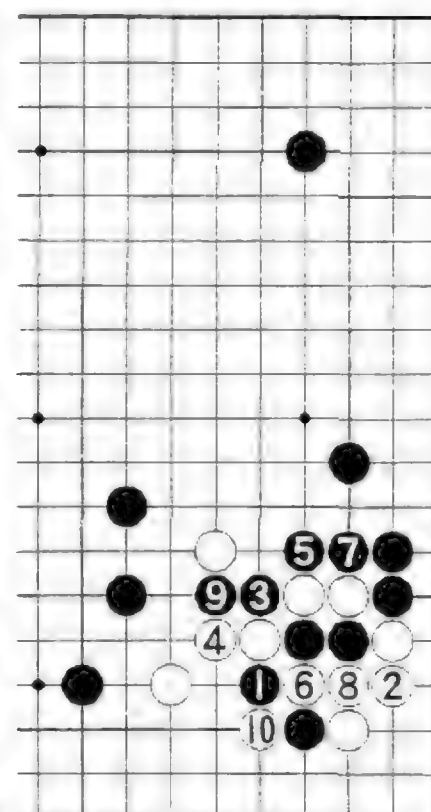
*Dia. 1*

After White 2 in *Dia. 1*, White is looking at attachments at 'a' or 'b'. These are options that White also has in the game.

Instead of White 14, Cho probably considered playing at A. What would happen if he played here?



*Dia. 2*



*Dia. 3*

If White attached at 1 in *Dia. 2*, White would cut at 3 after Black 2. If Black answered White 3 by gripping the white stone with 9, White would atari twice with 4 and 6 and Black would be isolated in the corner. Black, therefore, fights back with 4.



This position has occurred in professional games.

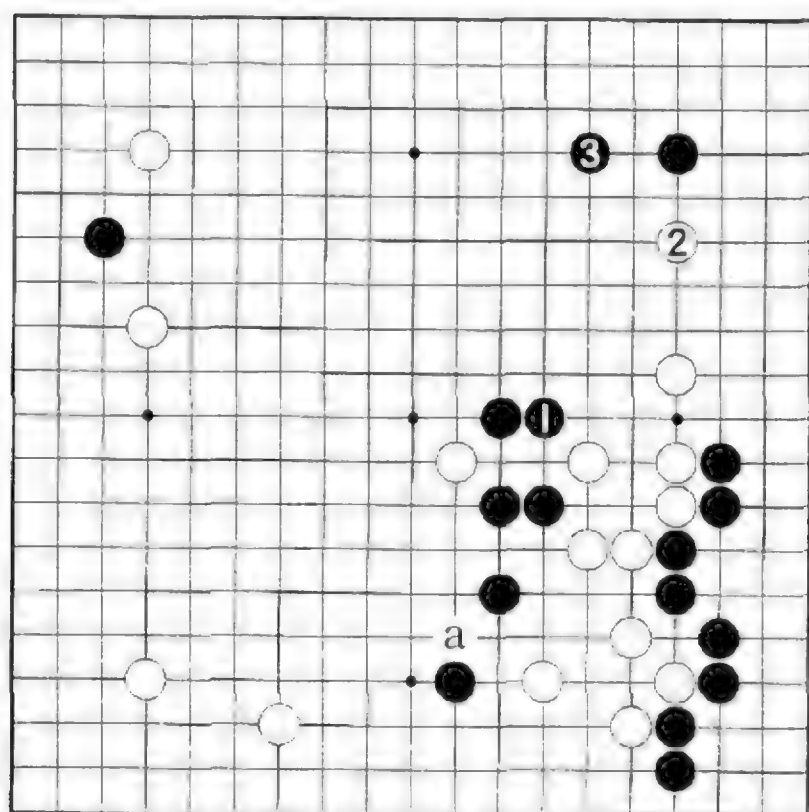
When Black extends to 6, White 7 is the vital point. After 9, White's stones in the corner will die, but Black gets squeezed flat from the outside, so he would not be so happy with this result. For that reason, instead of 8, Black would play 1 in *Dia. 3* and expand his influence toward the outside. The sequence from Black 3 to White 10 is inevitable and Black gets thickness in exchange for White's profit. Even though Cho likes profit, he didn't play this way. Perhaps he thought that Black's thickness was better than White's profit. My own feeling was that the result was even.

White 30 pincers the stone at 27 and aims to attach at B as well. This is because 30 is related to the ladder that would result from this attachment. Answering Black 27 with a move like C would be too passive.

Before that, White peeped at 28. Answering with 29 felt good. Whether White cuts through or simply attaches at D, Black will extend to E; it indicates that he is determined to fight.

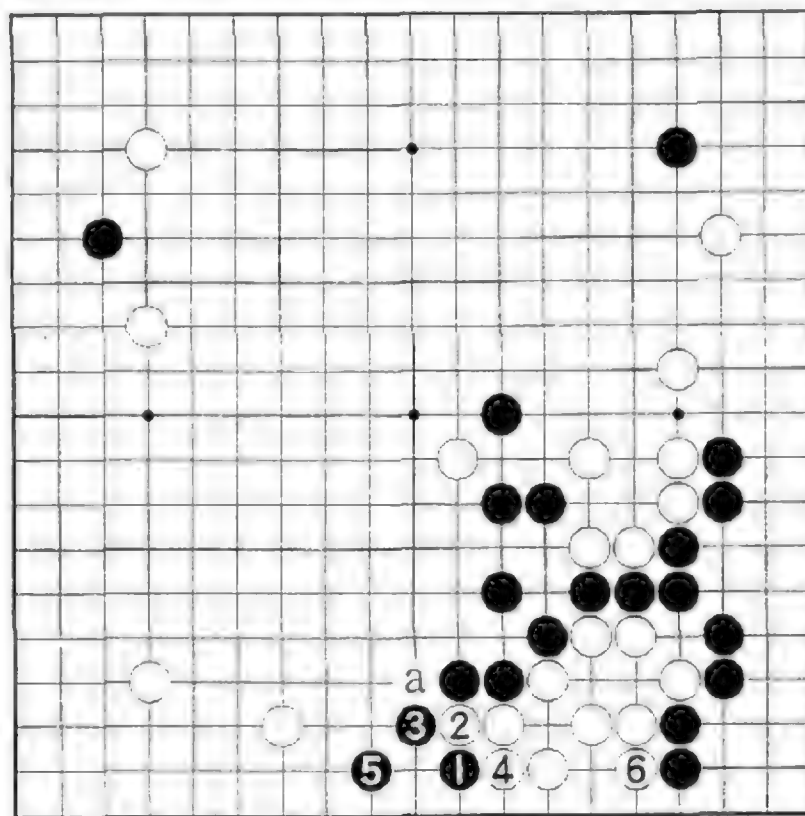
White 30 is clearly aiming at B. Black counters with an attachment of his own with 31. At first it seems that Black suffers a loss with this move by letting White secure his stones at the bottom, but, after the sequence to 39, Black is thick throughout the board and the bad aji of White B is erased. O must have been satisfied with this result.

Another move instead of Black 31 is to make a bamboo joint with 1 in *Dia. 4*. This move indirectly defends against the attachment at 'a'. The exchange of White 2 for Black 3 is common sense. But Black's courageous move of 31 in the game deserves applause.



*Dia. 4*

Against the white position at the bottom, Black can aim at 1 in *Dia. 5*. White easily lives with the sequence to 6. These forcing moves cannot be overlooked. However, to play these moves immediately would leave Black burdened with the cut at 'a'. After the sequence from Black 41 to 45, White 46 is natural. Black can certainly cut at F, but at this stage in the game these stones are not worth much and can easily be sacrificed.



*Dia. 5*

## Figure 2 (47-77). Maneuvers around a ladder

In this figure both players are shrewdly battling for supremacy. Since space is limited, we are only able to cover a few of the interesting points here.

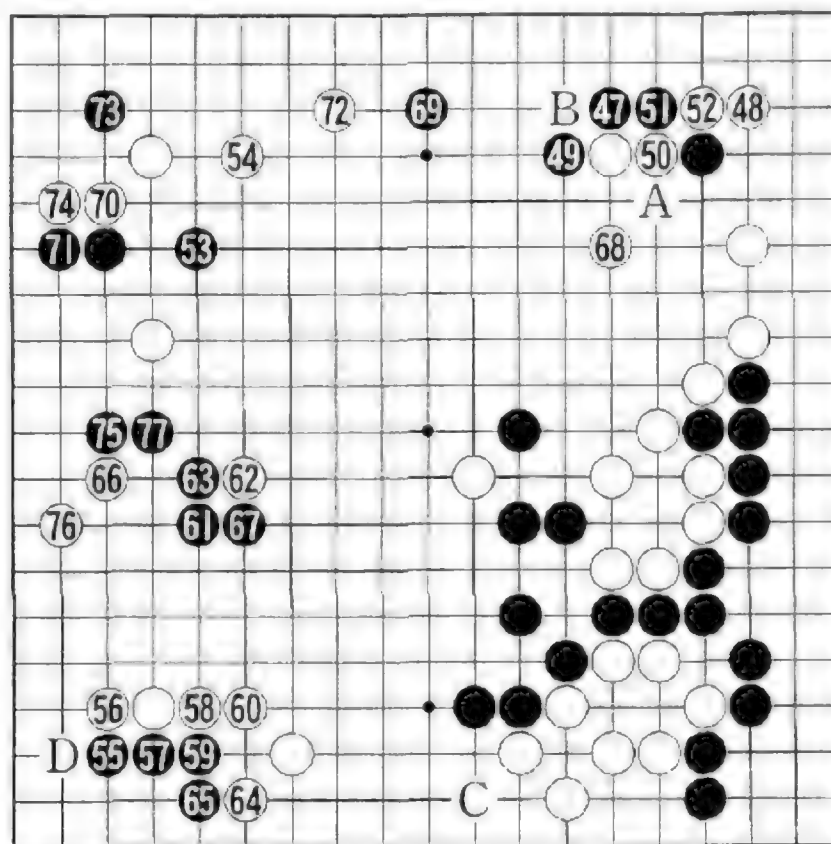
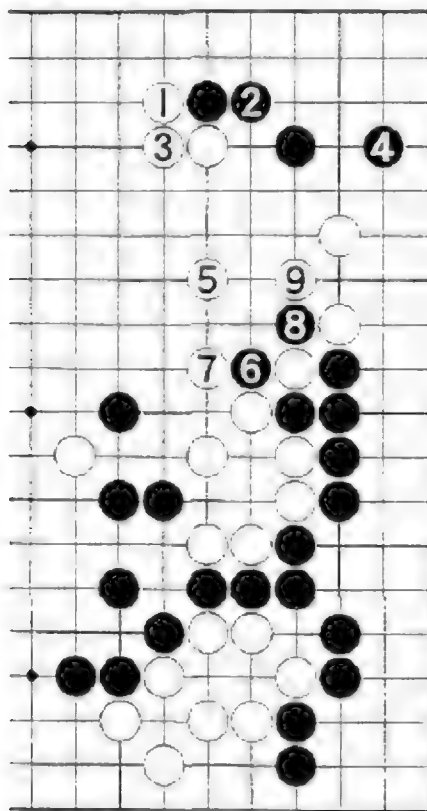


Figure 2 (47-77)

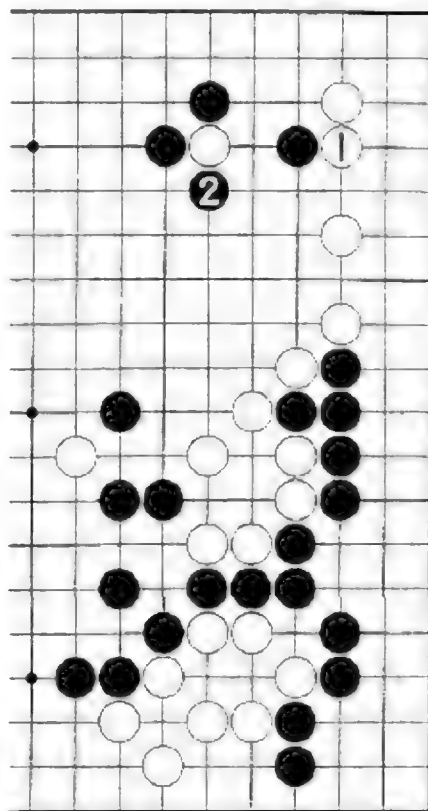
I think that playing 47 at A was also possible. As for White 48, commonsense thinking



would dictate White 1 and 3 in *Dia. 6*. White defends the corner with 4 and White jumps to 5. Black may not cut at 6 immediately, but White would be able to make good shape with 7 and 9. If Black 6 at 8 first the sequence White 9–Black 6–White 7 would follow.



*Dia. 6*



*Dia. 7*

However, Cho is a territorial player and he probably didn't want to give his opponent the corner profit of 2 and 4.

Against Black 49, White played 50 and cut with 52. Perhaps my thinking is a bit inflexible, but I would never have considered these moves. Cho's go is really flexible and rich with ideas.

Instead of White 50, White 1 in *Dia. 7* is the commonsense move. Against Black 2, White would switch to another part of the board and take a big point.

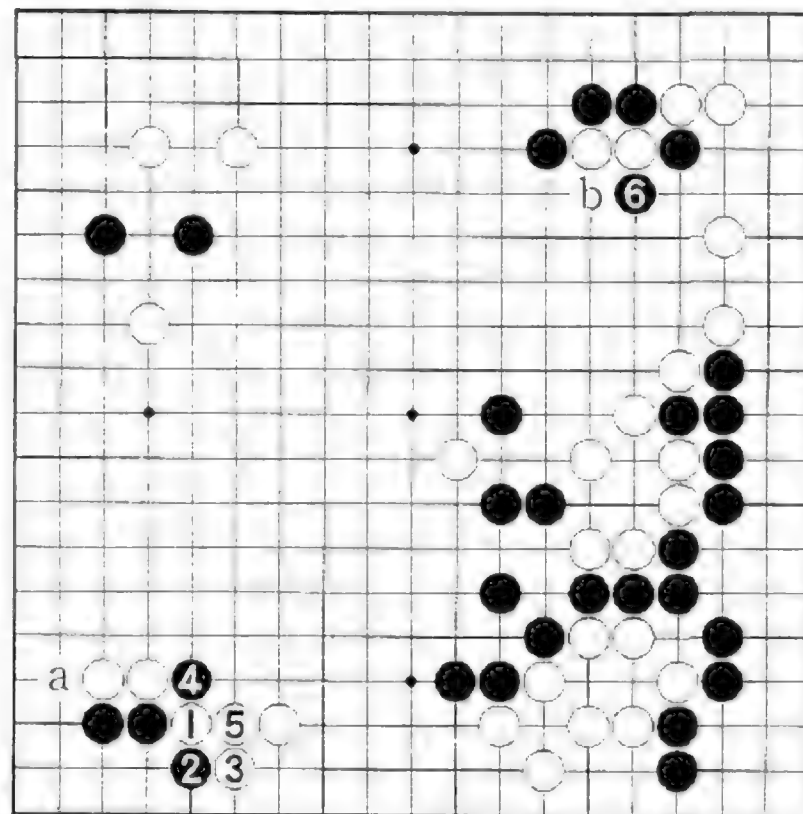
White 50 and 52 aim at the cutting point of B, but Black is also aiming at the ladder starting with A. Except in exceptional circumstances, the game will be over if the ladder at A works.

Basically, O's game is thick, but now he invades the corner with 55. This move is related to the ladder beginning at A. For example, if White plays the usual joseki of 1 and 3 in *Dia. 8*, instead of 58, Black will cut with 4. Now the ladder starting at 6 is favorable for Black. White can kill the corner by descending to 'a', but Black will capture two stones with 'b' and take a clear advantage.

White has fought stubbornly with 50 and 52, but these moves had their drawbacks.

What about White 60? As I wrote before, Black has forcing moves starting with C, so emphasizing this part of the board is not interesting. I think it

would have been more natural for White to have hanged at D.



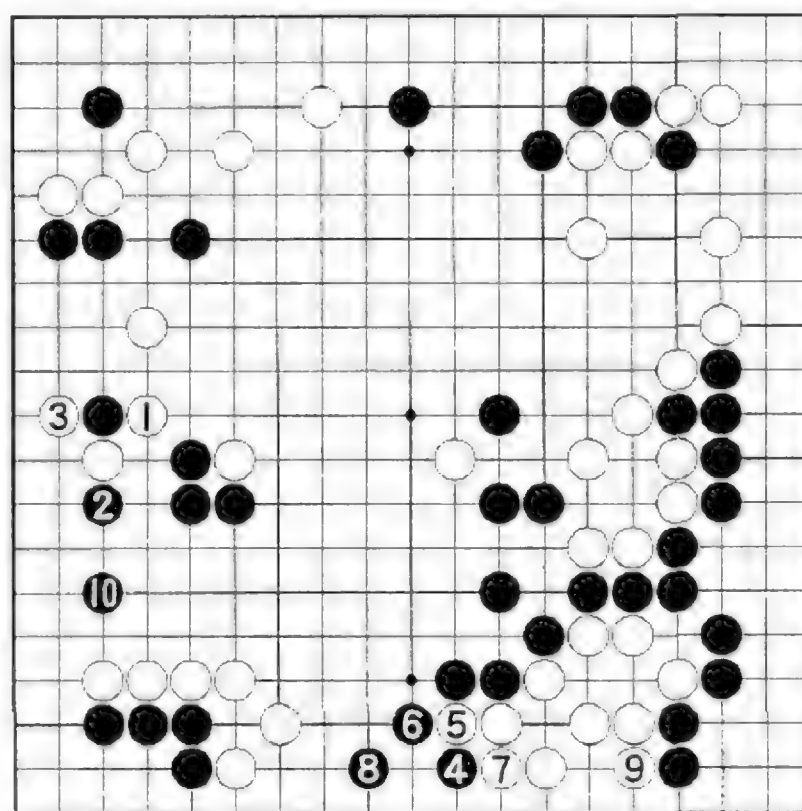
*Dia. 8*

Black 61 is easily understood: it sets up the ladder. Cho counters by blocking the ladder with 62.

White 66 is an important move: it supports the white wall in the lower left.

Turning at Black 67 is a thick move and again the ladder comes into play. Now White cannot omit defending with 68, and, with the extension of Black 69, the problem of the ladder and the cut at B has been resolved.

White 70 and 72 stake out a large corner, but Black counters with 73 and 75, showing that White can't let down his guard.



*Dia. 9*

If White plays 76 at 1 in *Dia. 9*, Black will clamp with 2. After White 3, Black plays the forcing moves from 4 to 8 that he has been keeping in



reserve. White must live with 9, but after 10 it is easy to see that Black has the initiative. Therefore, White must bide his time with 76 against 75.

This is the reason White 66 was an important move. He must never let his guard down with respect to the dangers of Black C.

As a result of this opening, White has been split in two at the bottom right, and this influences other parts of the board.

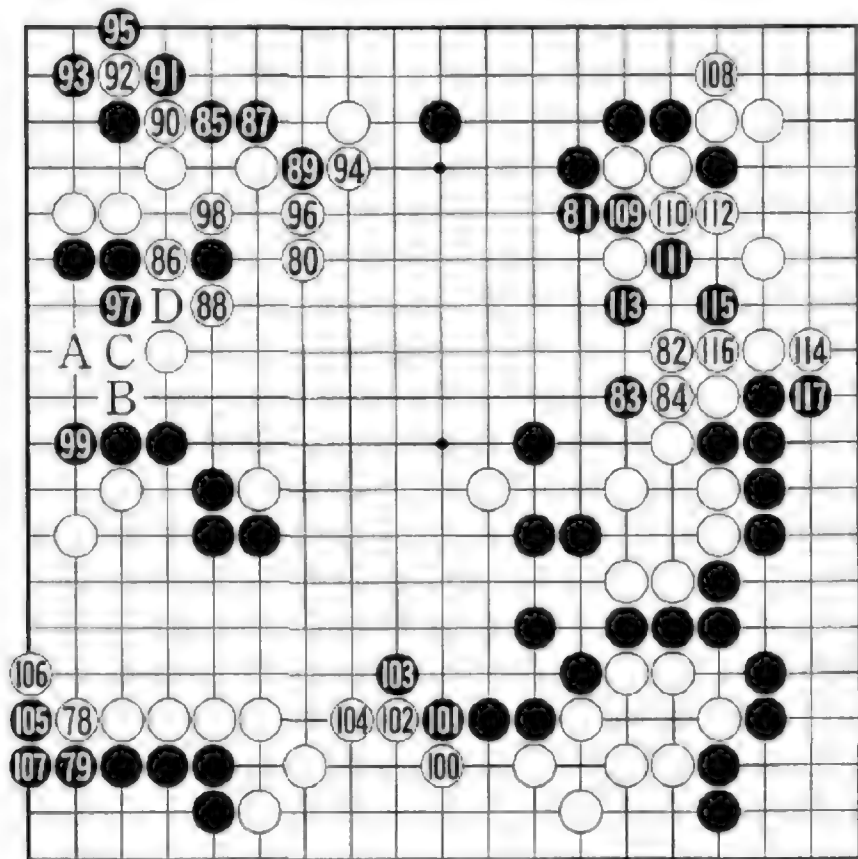
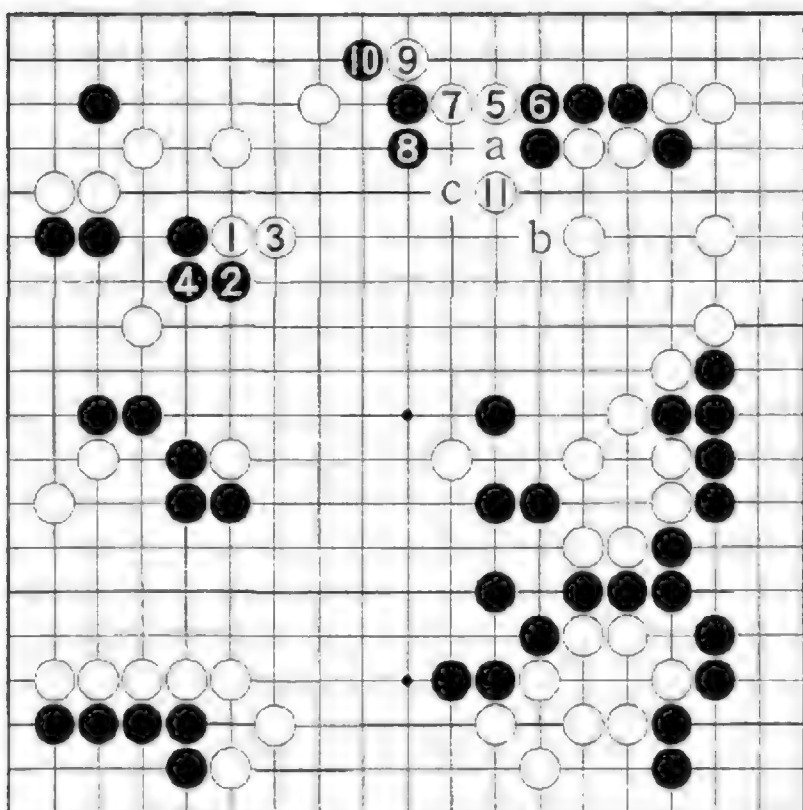


Figure 3 (78-117)

**Figure 3 (78-117). Is O aware of his advantage?**

Up to now both sides seem to have played boldly, and the position is still even. But it is my impression that the position is just a little easier for Black.

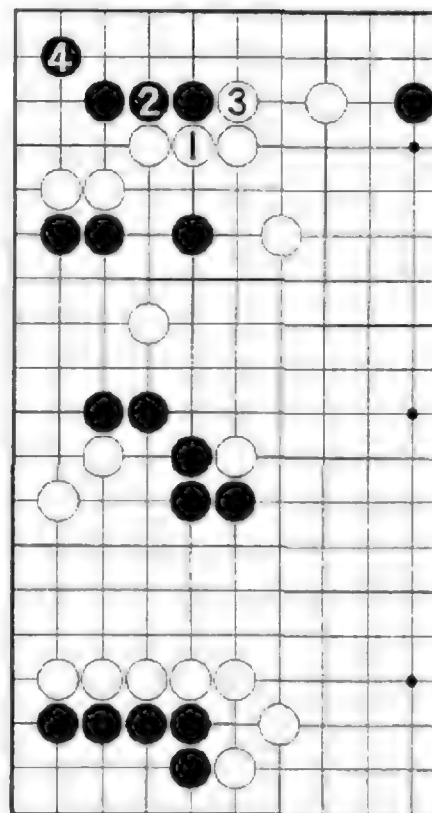
Cho regretted White 80, saying that it was slack. He let slip a major opportunity.



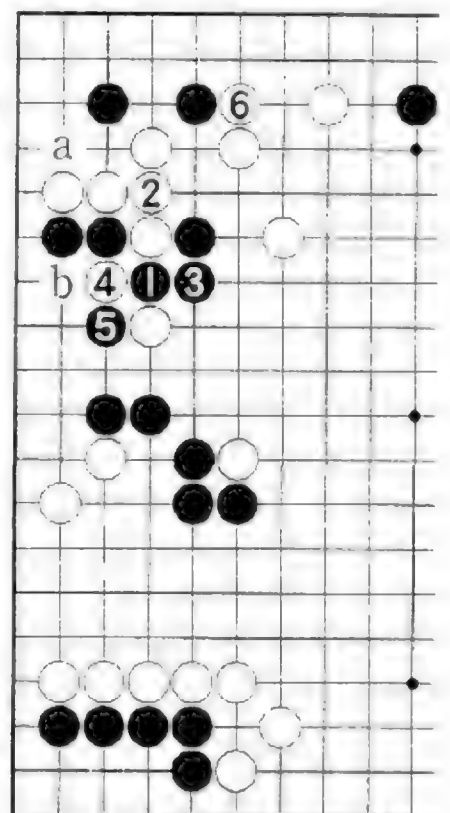
Dia. 10

Cho said that he should have attached at 1 in *Dia. 10* with White 80. I agree. After White 1 and 3, Black can't omit 4. Next, White invades at 5. Black connects at 6 and White bumps with 7. If Black 8, White is able to escape with 9 and 11. (Black can't cut through at 'a'.) If Black 8 at 'b', White jumps to 'c'.

When Black plays 81, White must defend at 82 (now a black cut here is big). It would have been much better had White played as in *Dia. 10*. Next, Black invades the corner with 85. White 86 is the natural answer. It's a good move. If White simply connects at 1 in *Dia. 11*, Black lives cleanly with 2 and 4. This would be unsatisfactory for White.



Dia. 11



Dia. 12

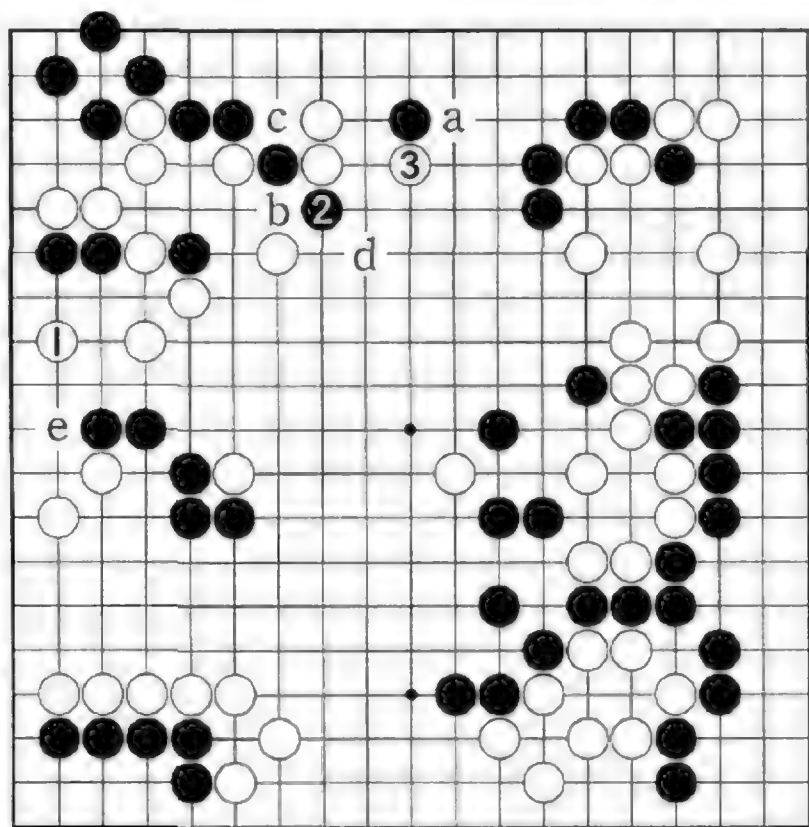
Black 87 is the only way to deal with White 86. If Black ataris with 1 and cuts with 3 in *Dia. 12*, White will cut at 4, then block at 6. Black barely lives in the corner with 'a', but White will take two stones with 'b' and Black's position is not good.

In the game, Black lives in the corner. Although it is big, it is tolerable because White can play 86 and 88 in compensation.

Against Black 89, White pushed in at 90 and sacrificed a stone with 92 (Black now had to answer 94 by capturing with 95).

White 96 was a thick move, but I would have played 1 in *Dia. 13* (next page). There is no need to fear Black 2 because White can attach at 3 and he has a satisfactory game. Against Black 'a', White plays the sequence White 'b'—Black 'c'—White 'd'. If Black answers White 3 with 'b', White will play 'a'. The size of White's territory here is much bigger than in the game. There is also the possibility of linking up at 'e'; this is also a big move.





Dia. 13

I can understand why Cho regretted White 80, but I think that White 96 was also a lukewarm move. Moreover, Cho may not have paid enough attention to Black 97 and 99.

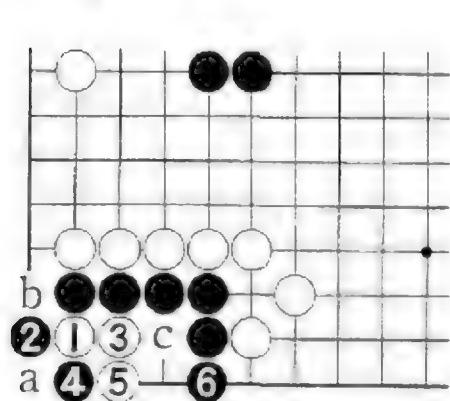
Black 97 at A also links up. White would respond at 99, but after Black B it is still good for Black.

However, Black 97 and 99 were a skillful combination. It is impossible for White to resist 97 with C because Black would cut at D and White's position would collapse.

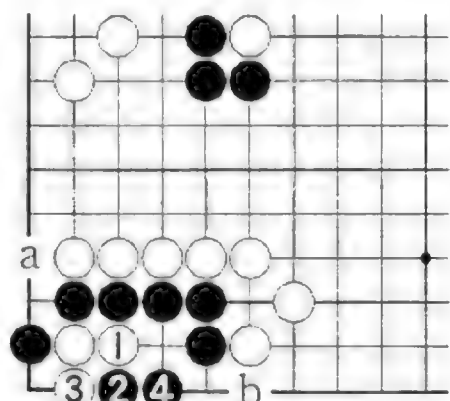
I hesitate to say that Cho was careless about 97 and 99. Perhaps his plan was to play 100, but this led to a strange position.

I don't think that O expected the game to turn out as well as it did when he played 97 and 99, but, with 105 and 107, he could sense the sweet smell of victory.

Black 105 and 107 were astute moves. If Black omits them, White will play 1 to 5 in *Dia. 14* to create a thousand-year ko. After the exchange of White 'a' for Black 'b', and all the outside black liberties are filled, White 'c' turns the corner into a real ko.



Dia. 14



Dia. 15

If Black answers White 1 by attaching at 2 in *Dia. 15*, a seki results after White 3. However, Black ends in gote and White's moves at 'a' and 'b' are sente. This would be unbearable for Black.

Figure 4 (118–200).

The game has now entered the big endgame stage. The balance of territory is about equal, but Black seems to be a bit thicker. I'd put my money on Black.

Cho says that he is good at counting, but bad at the endgame. This is not really true. His play is steady in the endgame and he seldom makes mistakes. O also claims to be bad at the endgame, but statements like this from players of this level should be taken with a grain of salt.

After the game is over, the endgame can be analyzed precisely, and inaccuracies are always found. For this reason, no professional would ever claim to be a master of the endgame. In reality, the endgame skill of both players is of the highest caliber.

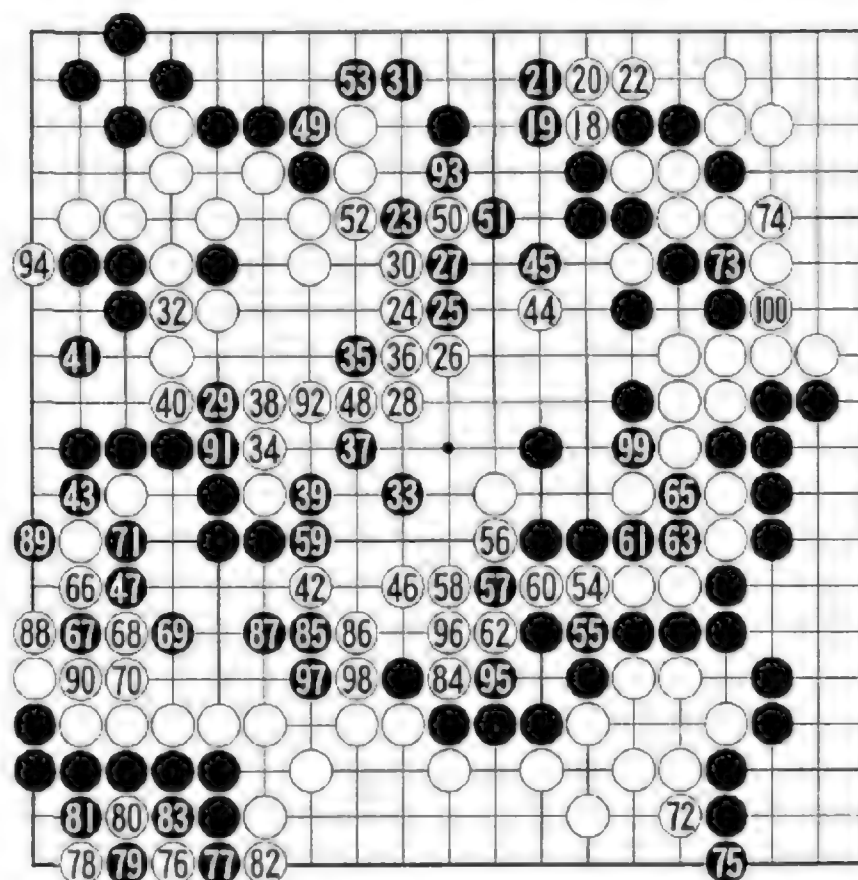


Figure 4 (118–200)

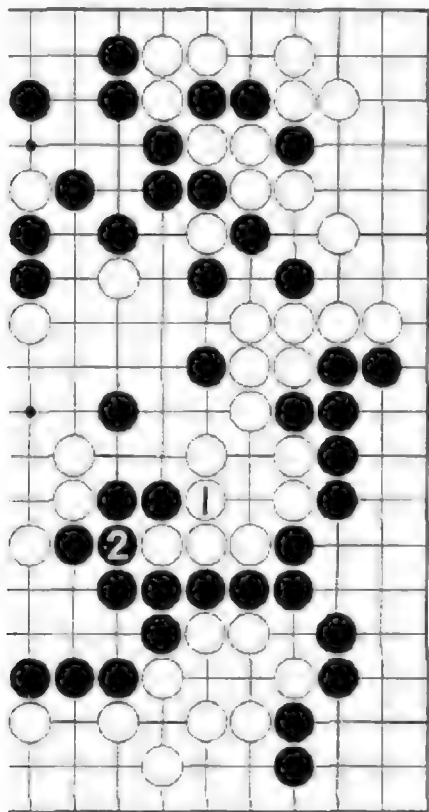
64: at 57

Cutting with 18 and capturing two stones is big. After that, both sides play the best endgame moves with the sequences from 23 to 31 and from 49 to 52.

White 54 is a sharp move. Up to 65 White captures the stone at 57 and Black captures two stones. If White plays 1 in *Dia. 16*, the connection of Black 2 is a thick move, so cutting with White 60 was probably the correct move.

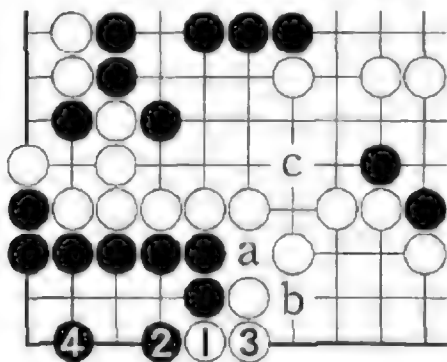
Cho follows up his move at 54 with the shrewd sequence of White 76 to 82. If White simply plays 1 and 3 in *Dia. 17*, Black ends up with six points in the corner. *Dia. 18* shows the game position. After Black 'a' and White 'b', Black gets seven points in the corner. Black seems to be one point better than in *Dia. 17*.



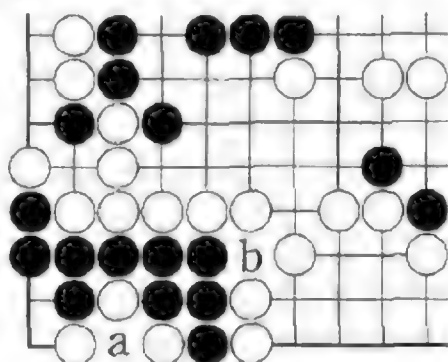


Dia. 16

However, in *Dia. 17*, Black can reduce White's territory on the right by one point with the Black 'a'–White 'b' exchange, so the result is the same. However, after Black 'a', the aji of a black peep at 'c' remains. Cho is playing all-out.



Dia. 17



Dia. 18

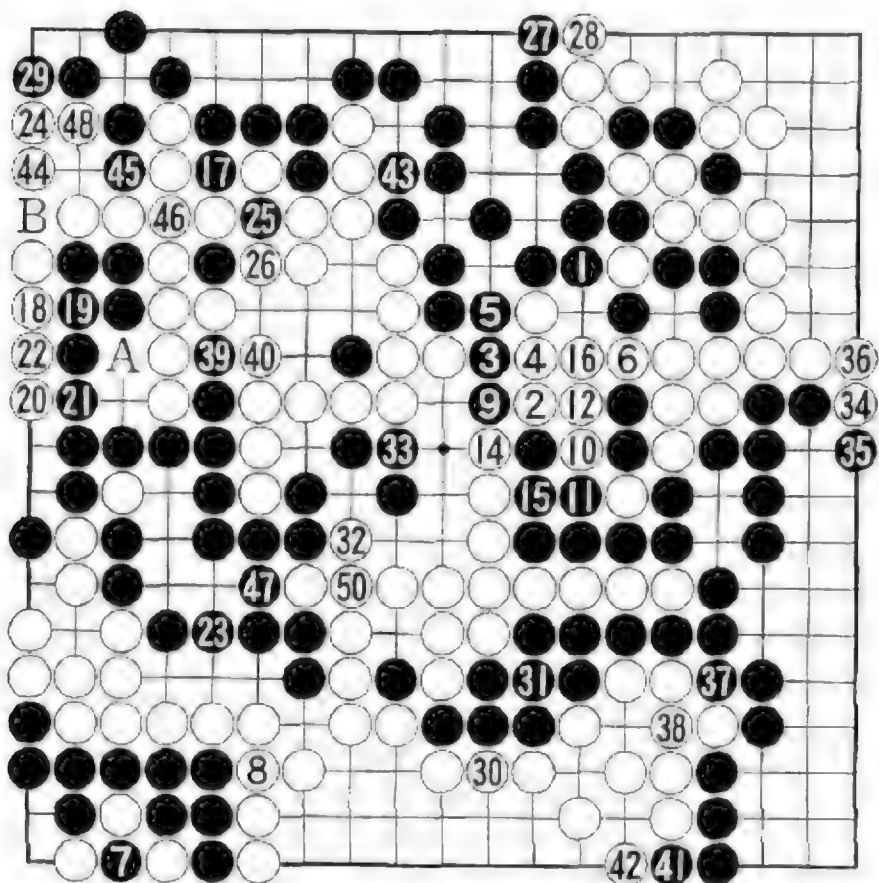


Figure 5 (201–250)

13: connects (right of 11);

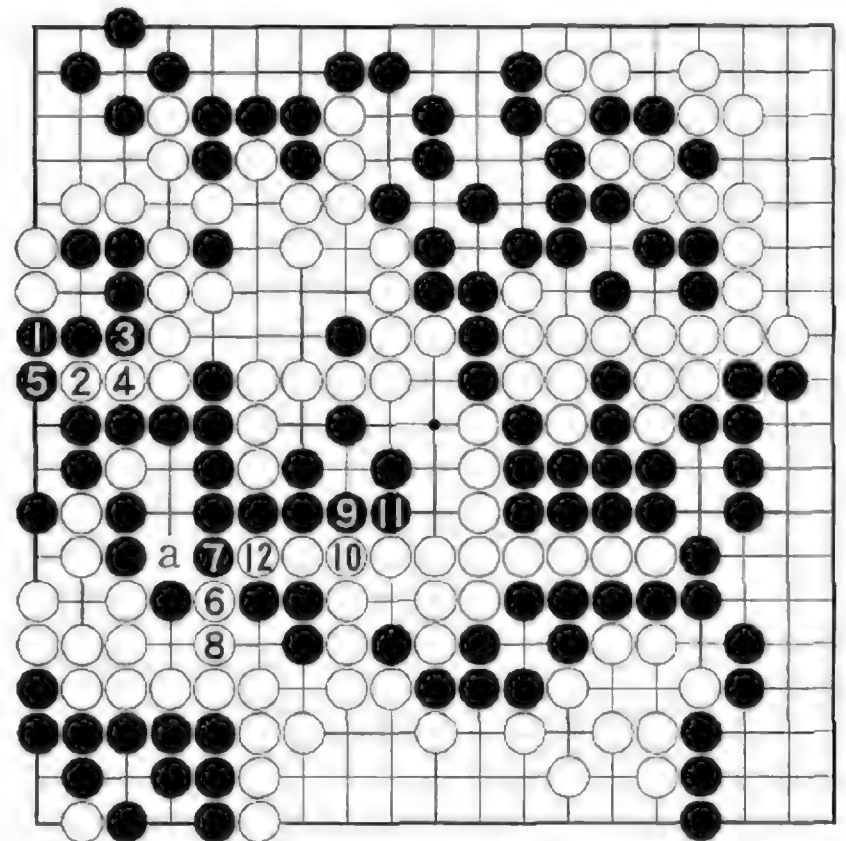
49: connects (above 25)

Figure 5 (201–250).

O was already in *byo-yomi*, but he made almost

no mistakes. He is clearly a player who can stand up to the stress of playing under pressure. In this figure, however, there may have been one place where he became frightened. In a close game such as this, it is only natural that a player will feel apprehensive about making one-point mistakes.

In an even closer game, Black 17 could have been the losing move. Perhaps O thought that Cho would play White A, after which Black would answer with 19. But White 18 was a skillful move. When O saw it he probably rose up from the cushion he was sitting on by more than 30 centimeters.



Dia. 19

Against 18, if Black blocks with 1 in *Dia. 19*, White will wedge in with 2. If Black 3 at 4, White captures three stones. This would be a big loss for Black.

After Black defends these stones with 3 and 5, White is waiting to wedge in with 6, a move which affects the life and death of the whole black group. His only way to escape death is to play 7 and 9, but Black loses three stones with the sequence to White 12. If Black plays 7 at 8, White will play a double atari at 'a'.

For that reason Black had to patiently respond at 19. Black must also fall back to 21 against White 20. O can't allow himself to be bullied by playing the sequence in *Dia. 19*.

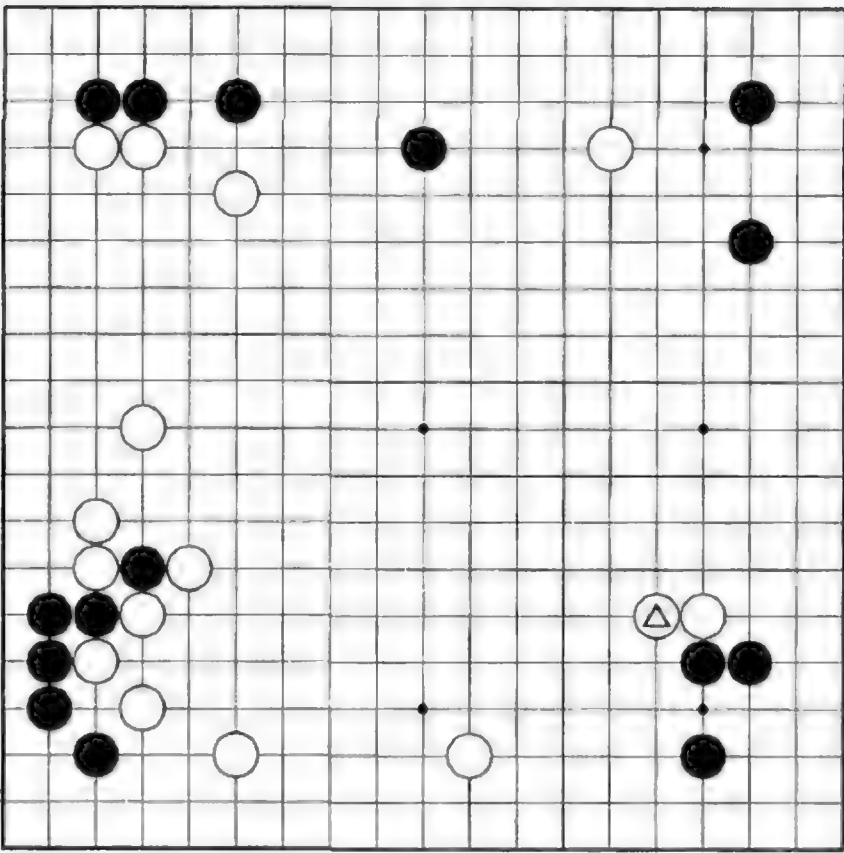
Instead of 17, the correct way to play was Black 18–White B–Black A. This way, O would have won by 1½ points. As it turned out, he won by half a point. In any case, it was a game that O Meien certainly deserved to win.

Black wins by ½ point.

(Games 1 and 2 from *Gekkan Go Waarudo*, July 2001.

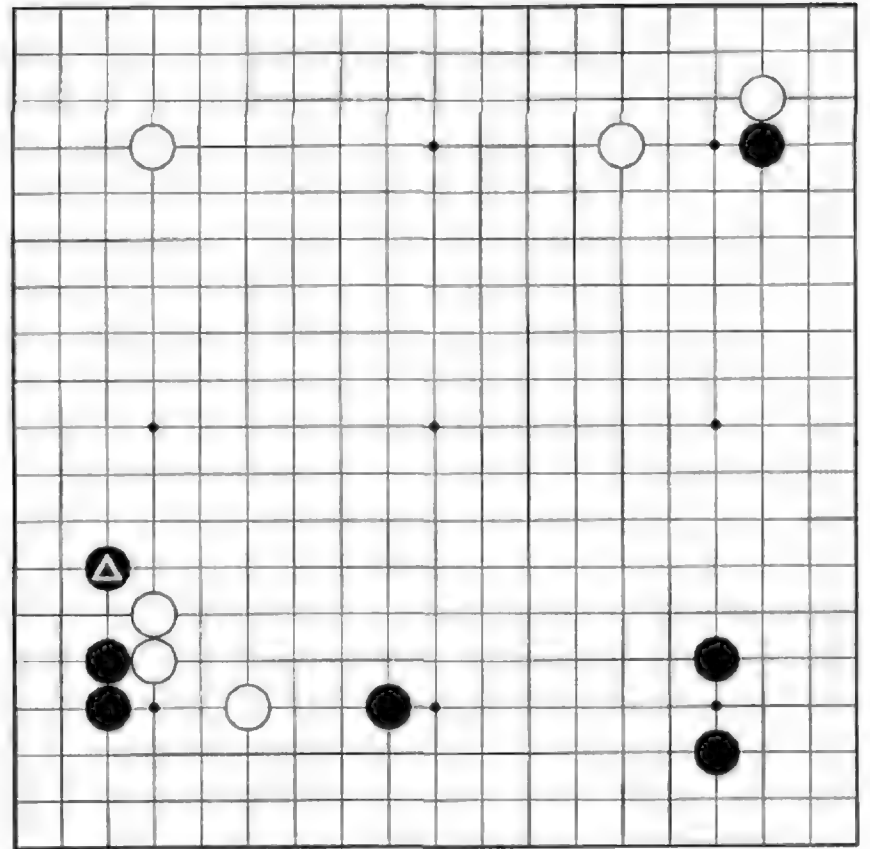
Translated by Richard Bozulich)

# Four Opening Problems



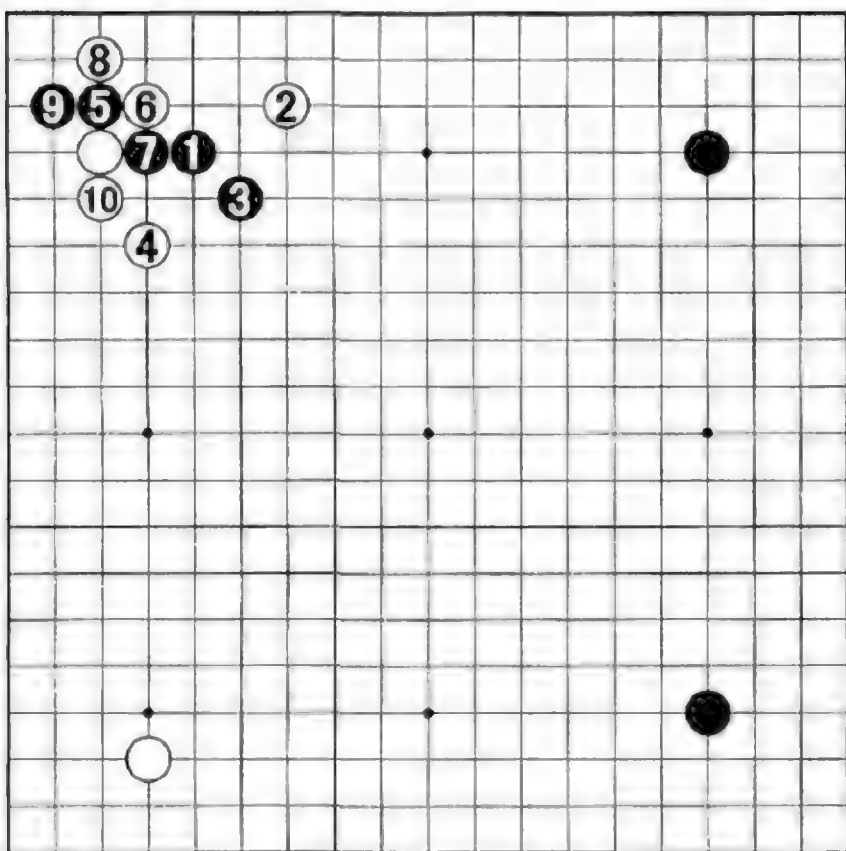
*Problem 1. Black to play*

White has a thick position in the lower left, so he threatens to shut Black out of the center when he extends with the marked stone. Black's stones in the four corners are all secure, so now is his chance to take the initiative. Where should Black play?



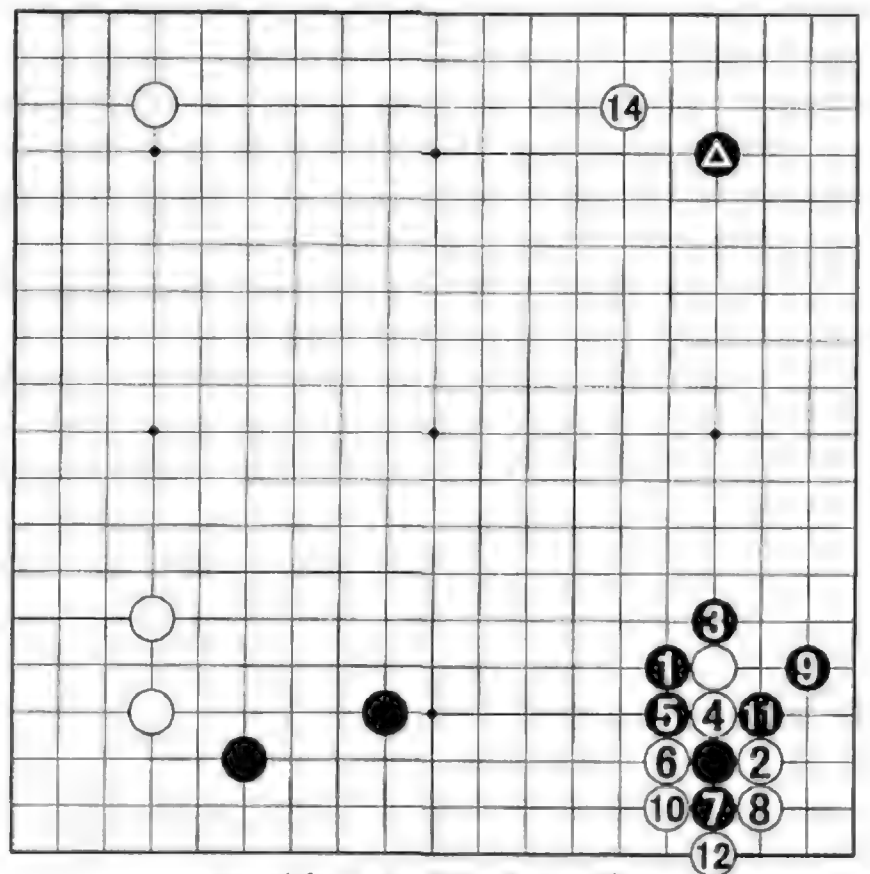
*Problem 2. White to play*

After Black jumps along the third line with the marked stone, the white stones in the lower left are thin and, if not strengthened, will come under attack. How should White play to give these stones good shape?



*Problem 3. Black to play*

White 8 and 10 are trick moves. How should Black respond?



*Problem 4. Black to play  
13: below 4*

After the sequence to Black 13, White switches to the upper right, making an approach against the marked black stone with 14. How should Black respond?

*Answers start on page 51.*



# The 5th LG Cup Final

## Yi Ch'ang-ho vs. Yi Se-tol

### Game Two

White: Yi Ch'ang-ho 9-dan

Black: Yi Se-tol 3-dan

Komi: 6½ points; time: 3 hours each

Played on February 26, 2001.

**Figure 1 (1–29).** *Is it now Yi Ch'ang-ho's turn?*

Staying at the top in any competitive sport is difficult; there is always someone waiting in the wings who potentially has the power to overcome even the most seemingly invincible champion. In the Korean baduk world that happened to Cho Nam-ch'eol, Kim In, and Cho Hun-hyeon (though the latter keeps reappearing to show that he cannot yet be counted out). Is it now Yi Ch'ang-ho's turn to be dumped into the dustbin of history?

Of course, Ch'ang-ho is only 26 and has yet to reach his prime. Moreover, the charisma of his decade-long dominance is too strong to let anyone believe he can be easily swept aside. It is still too early to assert that Yi Se-tol's recent tournament successes and his wins over Ch'ang-ho in the first two games of this cup will lead to his crowning as the king of the go world. It is also possible that his challenge will be suppressed like an ill-prepared palace revolt.

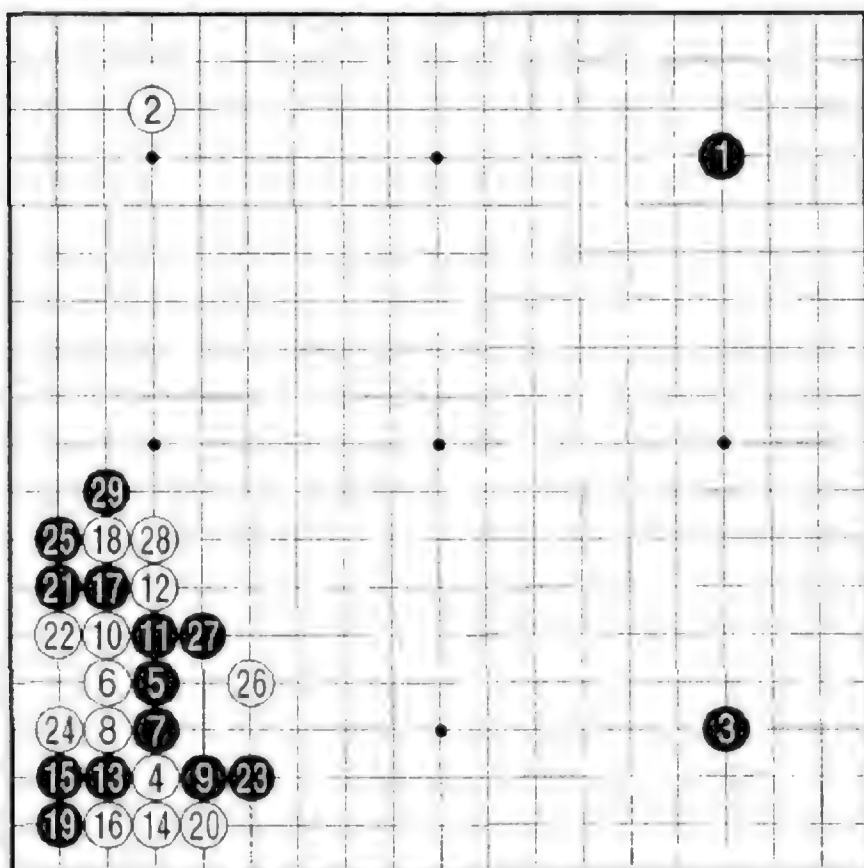
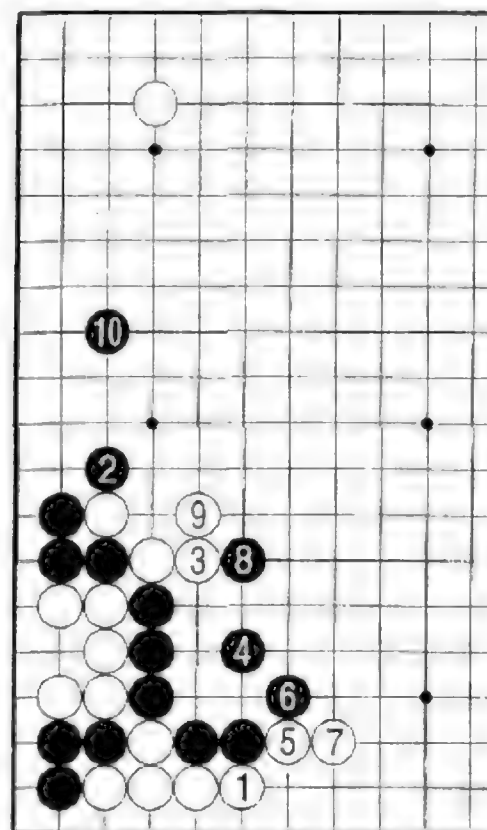


Figure 1 (1–29)

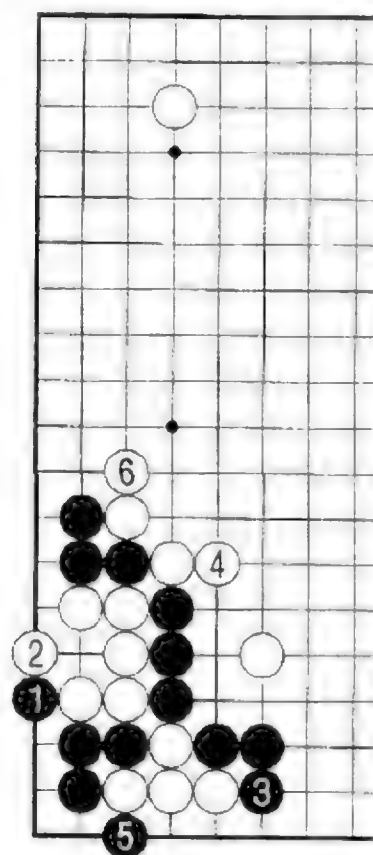
The usually fast-playing Yi Se-tol surprisingly 'wasted' seven minutes on his first move, only to continue rapidly up to Black 7, initiating the ava-

lanche joseki. Although there are still unanalyzed variations laying in wait, both players throw themselves fearlessly into the fight. The opening proceeds quickly as if it were a lightning game. In particular, Yi Ch'ang-ho used almost no time on the moves to White 26.

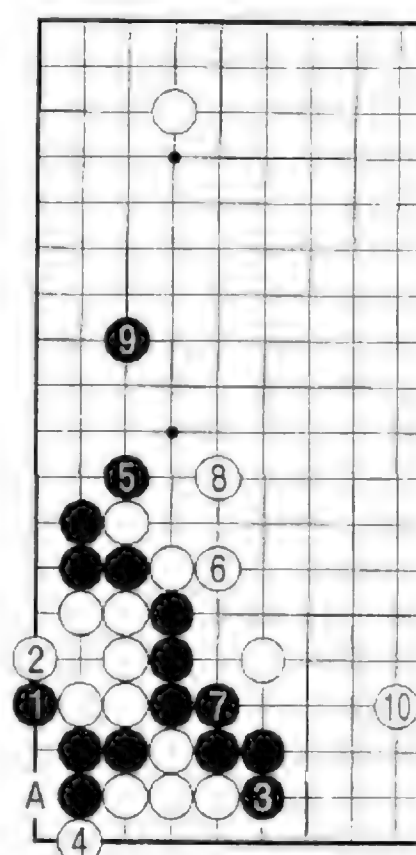


Dia. 1

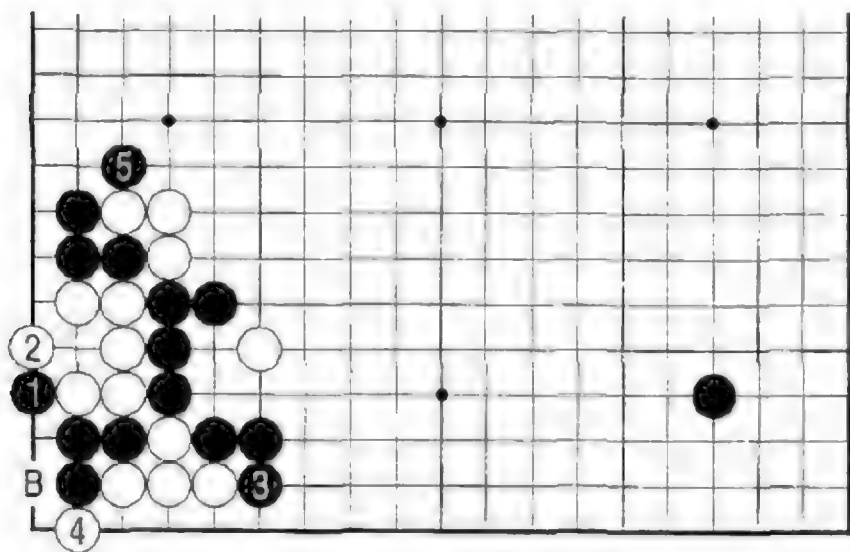
Until no more than a year ago White 26 would have been played at 1 in *Dia. 1*, but Ch'ang-ho left the well-analyzed path to try an innovation of his own. Instead of 27 Black might try *Dia. 2* or *Dia. 3*. In *Dia. 3* Black is left with an approach-move ko at A, so he will have to secure his outside stones if he hopes to benefit from it later. It seems that Se-tol disliked this variation.



Dia. 2

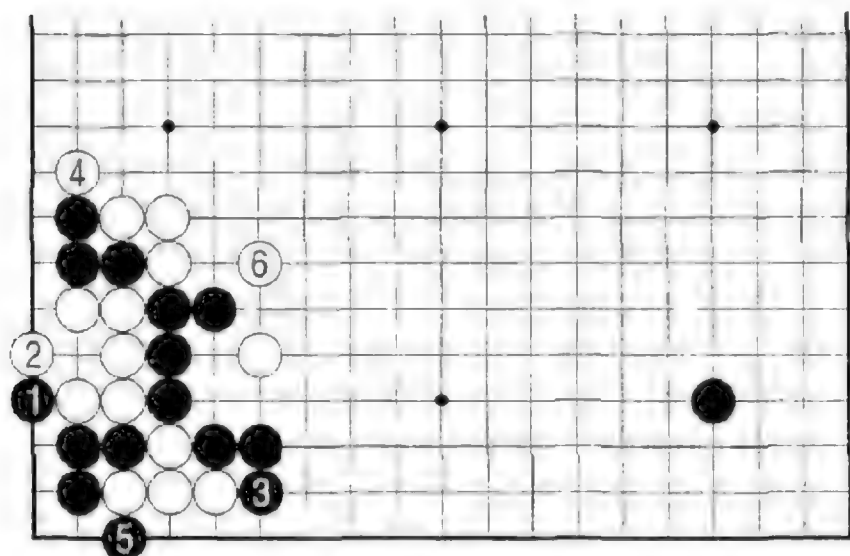


Dia. 3



Dia. 4

Dia. 4 shows an alternative for Black 29. The fighting here is difficult for both and Black is left with the same ko (B in this diagram) as in Dia. 3. White might play 4 in Dia. 5, but Black would be satisfied with this result.



Dia. 5

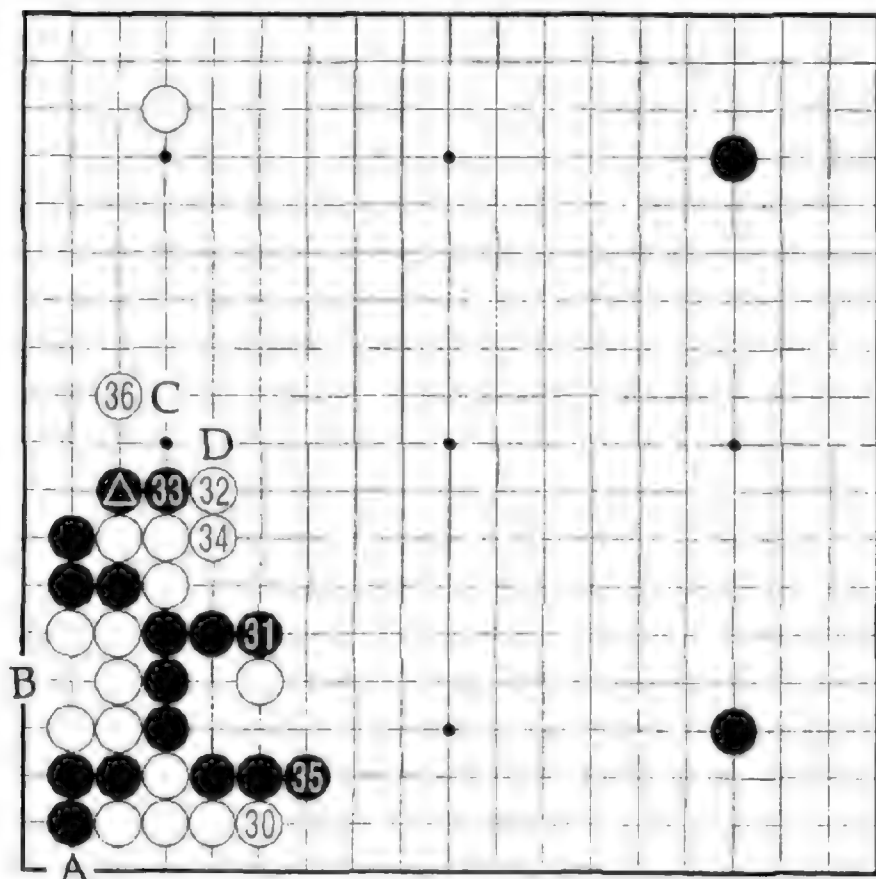


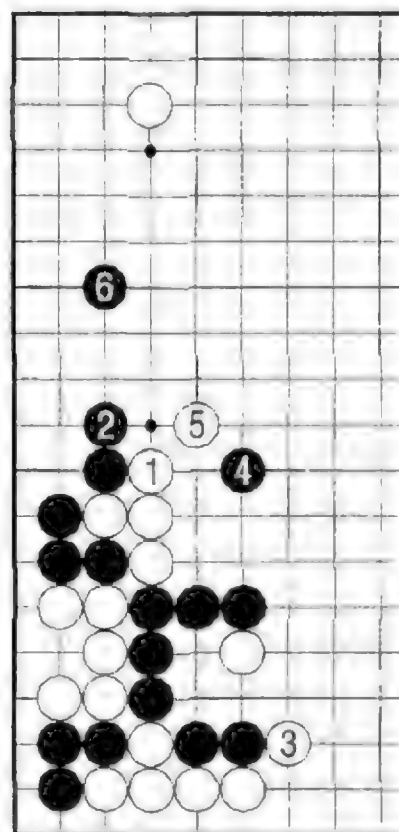
Figure 2 (30-36)

**Figure 2 (30-36). Se-tol suddenly goes ahead.**

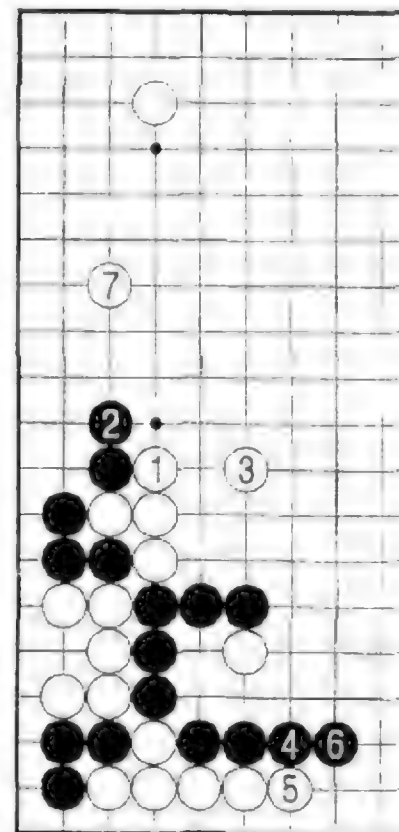
This is Se-tol's third appearance in an international tournament. He made his debut on the world stage in the 2nd LG Cup in June 1997. At that time

he was 14 years and 3 months old, which was half a year older than Ch'ang-ho's first international start in the second Fujitsu Cup in 1989. Se-tol's first national title came at 17 years and 9 months in December 2000. This is also second to Ch'ang-ho's record of 14 years and 1 month. Even if Se-tol won this title he would be 18 years and 2 months, but this would also be topped by Ch'ang-ho's record of winning the third Tongyang Securities Cup at 16 and a half.

These statistics clearly show that Se-tol is the most outstanding player to appear after Ch'ang-ho, but in no category has he been able to break any of his records. In fairness to Se-tol, however, the general rise in the level and scope of professional play in Korea in the last ten years must not be forgotten. No matter, it seems clear that these two players will jointly lead Korean baduk into the third millennium.



Dia. 6

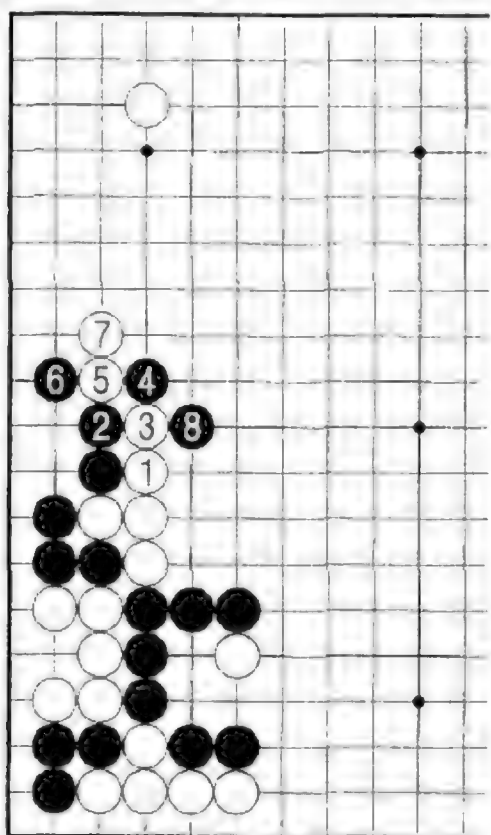


Dia. 7

When Black plays the marked stone (29 in Figure 1), White 30 is inevitable. Without it Black A would make miai of 30 and B. It would have been better if Black 31 had been played after the 33-34 exchange. The result in the game might be the same, but White had a better choice with 32. Despite playing this move after 20 minutes of hard thinking, White should have pushed with 33 instead. This would lead to Dia. 6. If White dislikes Dia. 6, Dia. 7 is another choice — after White 5 he has White 6 or White 7 as follow-ups. Yu Ch'ang-hyeok showed this variation, praising it as a composed way of playing.

How about pushing even one more time as in Dia. 8? The conclusion was reached that White's position isn't interesting after Black 8.





Dia. 8

The avalanche joseki is a treasure house of new variations. Despite intense research into this joseki that has been going on for decades, new variations such as this one are constantly appearing.

After the Black 33–White 34 exchange, Black would have no further problems if only he had exchanged C for White D before playing 35. Again it would lead to the same result as in the game, but White again let a golden opportunity slip by. We'll see that in the next figure.

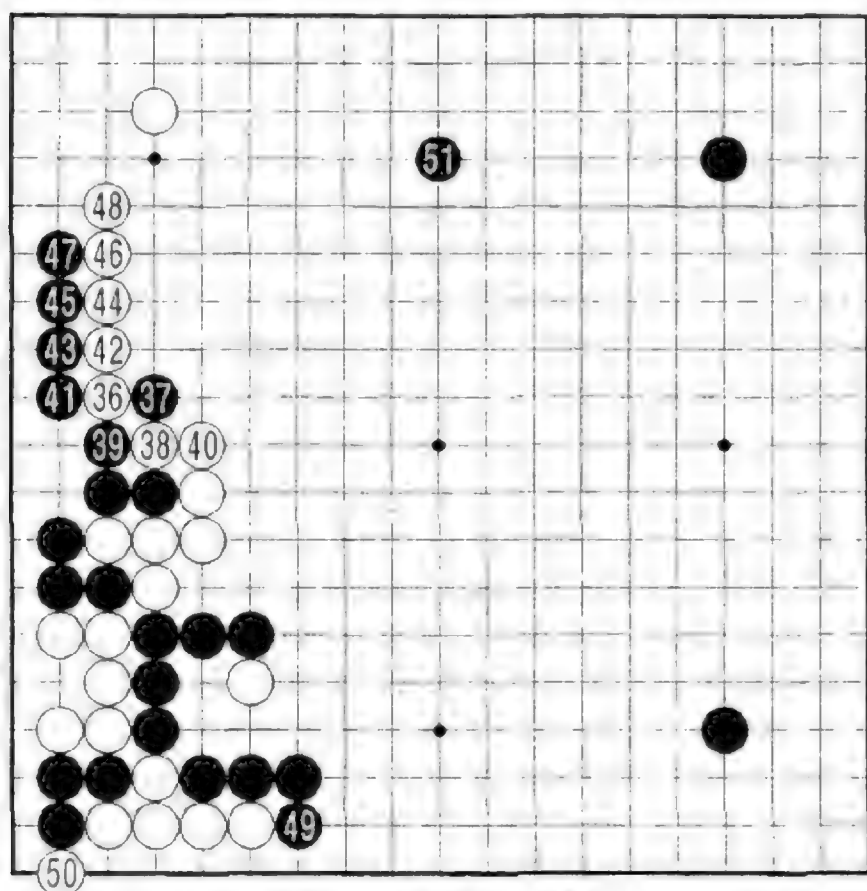


Figure 3 (36–51)

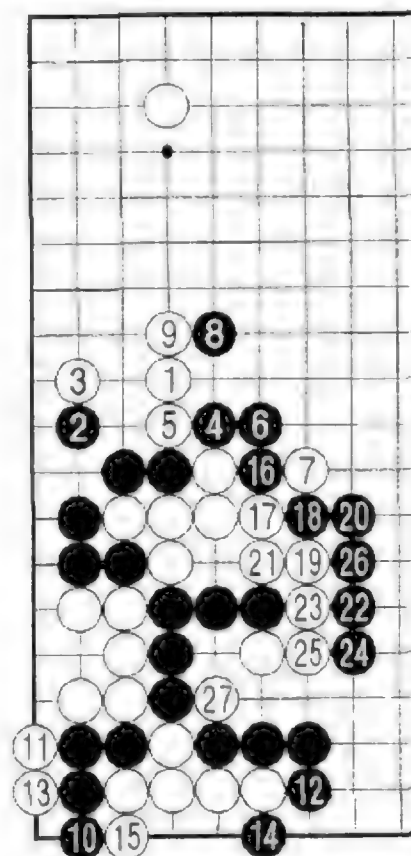
### Figure 3 (36–51). Too pessimistic

White 36 took 18 minutes, and the remaining moves up to 39 a total of 22 minutes, although once 36 is played, the moves up to 51 are more or less forced. With 51, the fighting on the left side finally came to an end. What is the result?

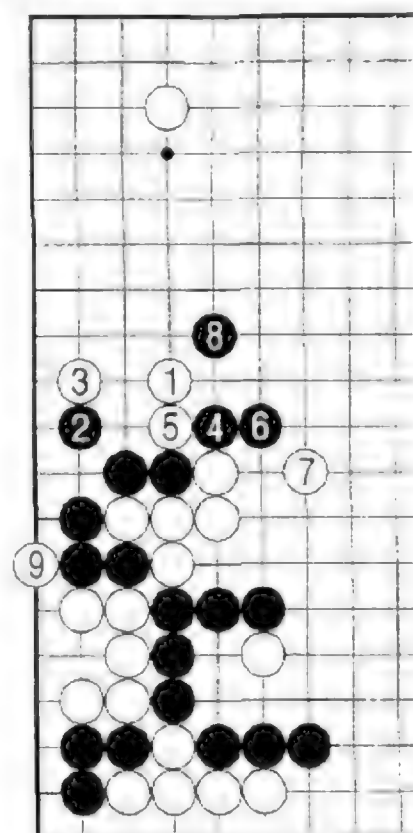
Black is satisfied with his position on the right

side because he has been able to take the important point of 51. The conclusion in the pressroom was that Black had taken the lead. But which move was responsible for that? According to Ch'oe Kyu-pyeong 9-dan, White 36 was the move to blame. White should have pressed with 1 in *Dia. 9*.

After following the inevitable course to White 15, Black would cut with 16 and cast a net with 22. Up to 27, White would swallow up three black groups, but Black's influence dominates the outside and exceeds White's profit.

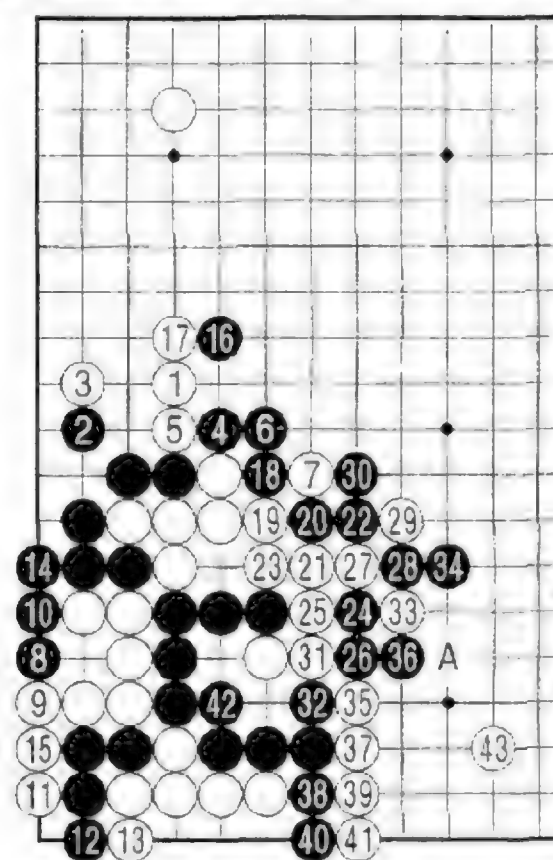


Dia. 9



Dia. 10

However, White won't play like this; rather, he will play 9 in *Dia. 10*. This is a good move, quickly settling the capturing race and preventing Black from getting the perfect wall in sente in *Dia. 9*.



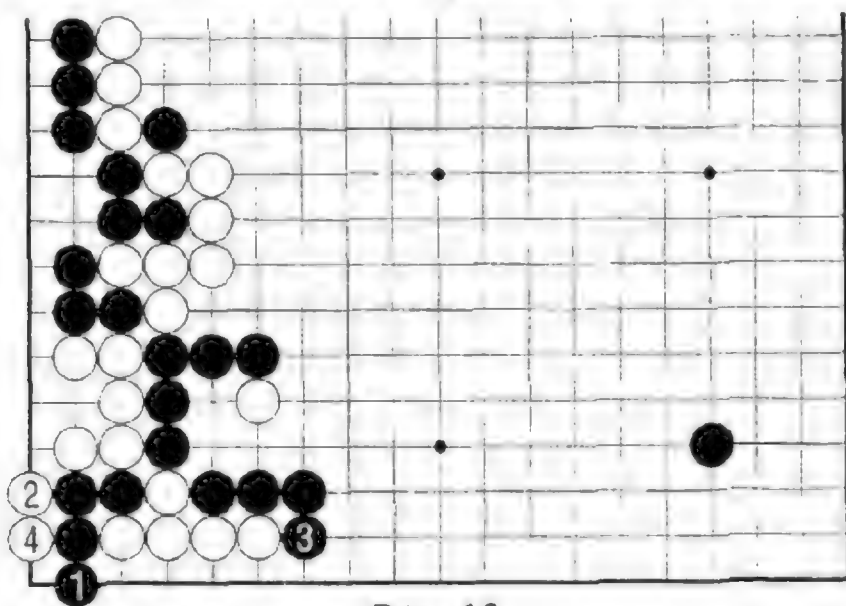
Dia. 11

Instead of 8 in *Dia. 10*, Black might want to try the placement of 8 in *Dia. 11*. After White 15, Black tries to surround the white stones with the sequence to 32,

but unlike *Dia. 9* Black 38 is not sente. After White 43, the white stones in the center are alive in a seki, but the black stones on the left side are dead, so Black's position collapses. If Black plays 38 at 39, White has a tesuji at A in reserve. In retrospect, Black 35 in *Figure 2* was a serious mistake, but White failed to take advantage of it.

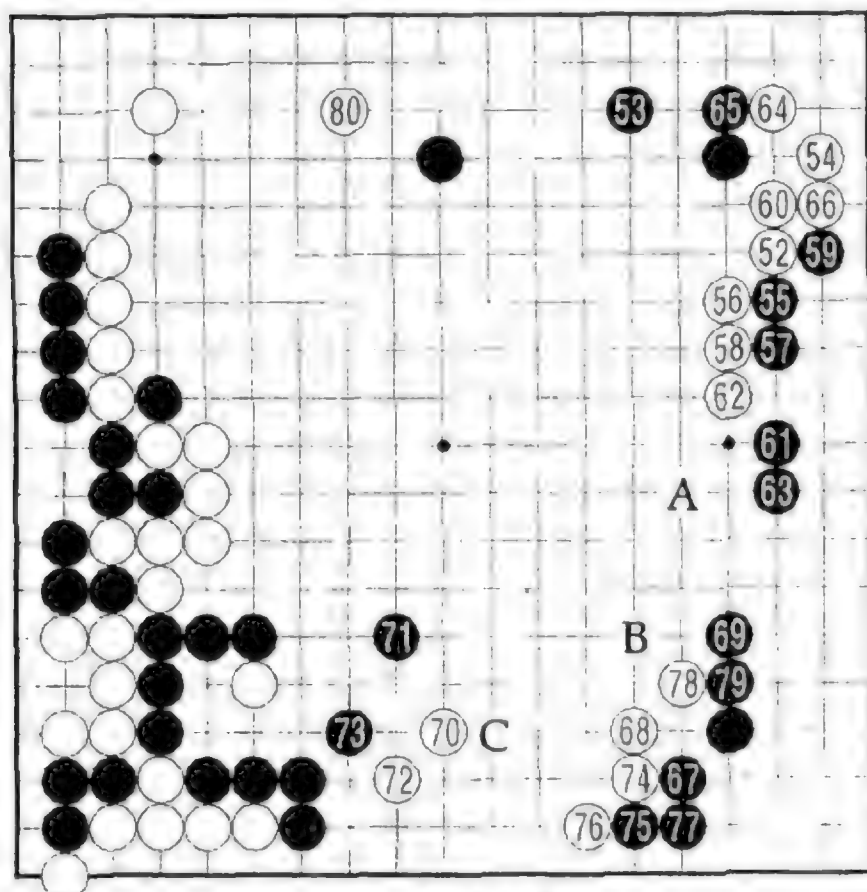
If two players make consecutive mistakes, the one who blunders last will usually suffer the greater impact, on the board as well as psychologically.

Just for reference, although it was stated earlier that 37 to 51 were forced, instead of 49 in *Figure 2*, Black 1 in *Dia. 12* is two points better for Black.



*Dia. 12*

Despite the fact that Black is ahead, the difference is not that big. The problem was that Ch'ang-ho at this stage felt more pessimistic than the actual situation called for. That had a bad influence on his subsequent play.



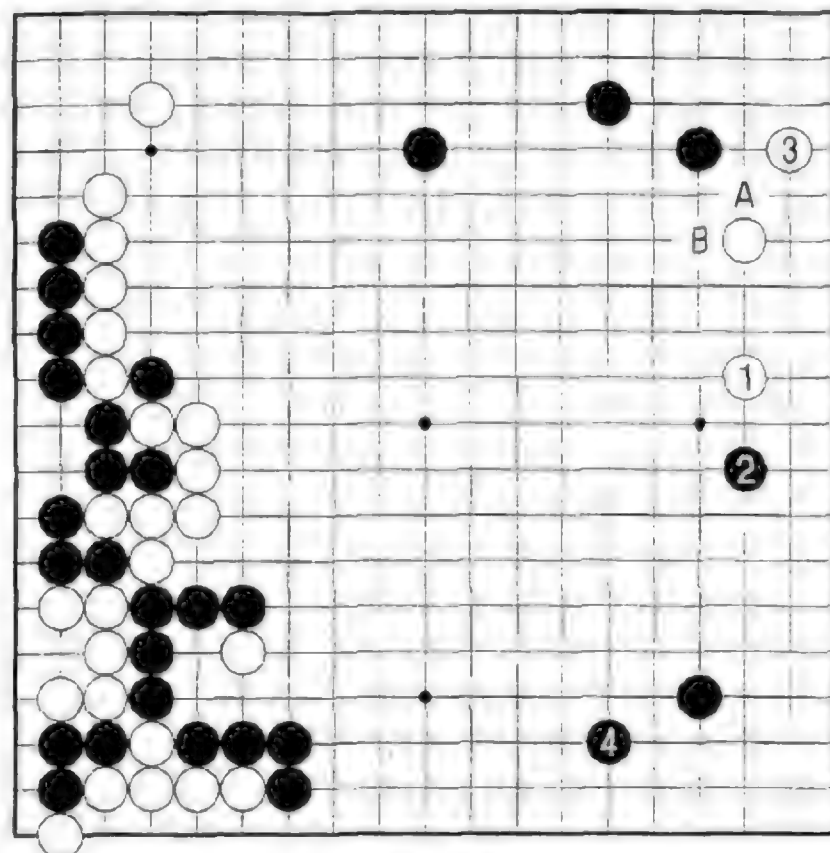
*Figure 4 (52-80)*

#### Figure 4 (52-80). A mature Se-tol

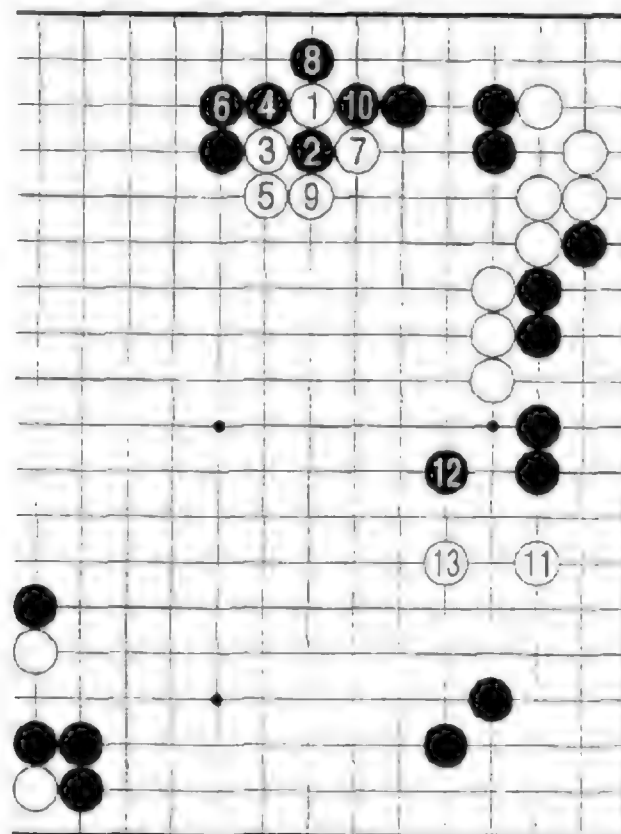
White is faced with another difficult move. Where should he enter Black's sphere of influ-

ence? The lower side, the right side, the upper side? It took seven minutes for Ch'ang-ho to decide on White 52. Se-tol immediately responded with 53 as if to say 'Why did you waste so much time?' Black 53 is unusually calm for a young hotspur like Se-tol, one might think, but one part of his strength is that he knows it's better to stick close to the ground when bullets are flying overhead.

When Black attached at 55, the joseki to 66 was expected, but White can't be very happy with this result. How about going against the stream and playing 1 in *Dia. 13*? This would avoid the sequence in the game, and, in case Black exchanged A for B, then played 2, White would be content with taking sente. That would be quite a contrast to the game, where Black got sente to play 67. Black's framework in *Dia. 13* is solid and quite large as well.



*Dia. 13*

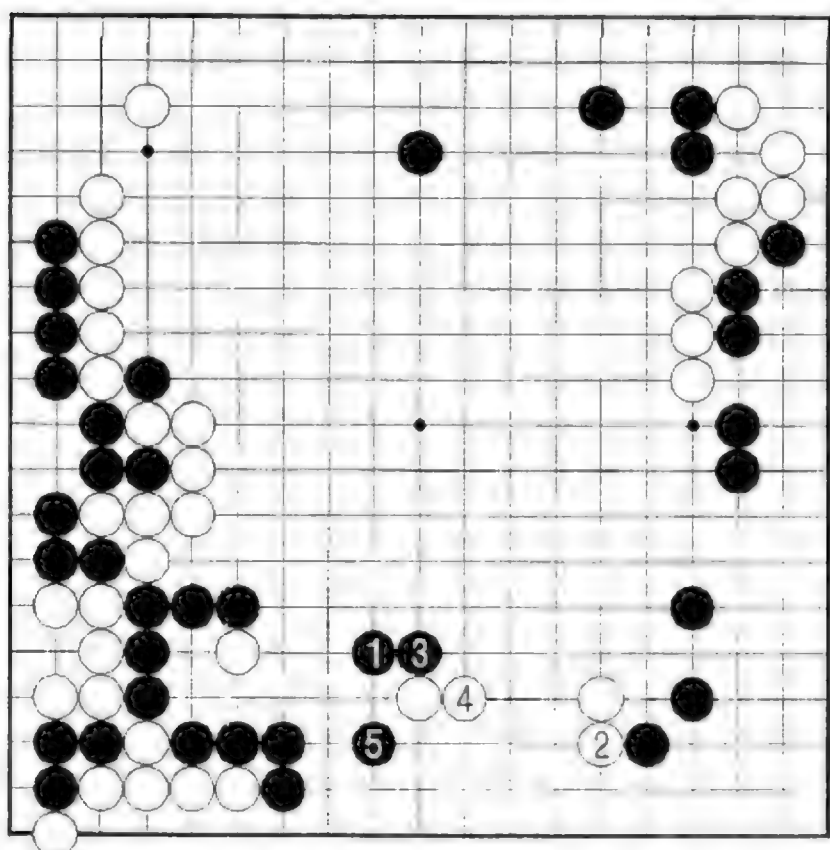


*Dia. 14*



Ch'ang-ho fell into deep thought, giving the pros in the pressroom time to come up with their own ideas for White's next move. Ch'oe Myeong-hun 7-dan and holder of the National LG Cheong-yu (gasoline) Cup suggested *Dia. 14*. After gaining some influence with 1 to 9, White jumps in with 11 and welcomes the fight to erase Black's potential territory on the right side. This was recognized as a clever idea by his fellow professionals.

After 10 minutes Ch'ang-ho played 68. Here, too, both sides played slowly. If Black answered at 74, White would like to play White 69–Black A–White B, making shape and, as in *Dia. 14*, looking forward to a simultaneous attack and a reduction of Black's territory.



*Dia. 15*

Of course, White can't play 70 at 74: Black C would be too severe.

Black 71 was the next questionable move. The normal sequence is Black 1 to 5 in *Dia. 15*. In the game Black can't ignore White 72, so White is able to make a base with the sequence from 74 to 78. With 75 and 77, Black secures the corner while demanding a further defensive move from White. But, needing to keep the initiative, White plays 78 as a makeshift measure, then switches to 80. Naturally Black is going to torment the white group at the bottom a bit more, but where might be the vital point to attack it?

#### Figure 5 (81–111). An affinity for the LG Cup

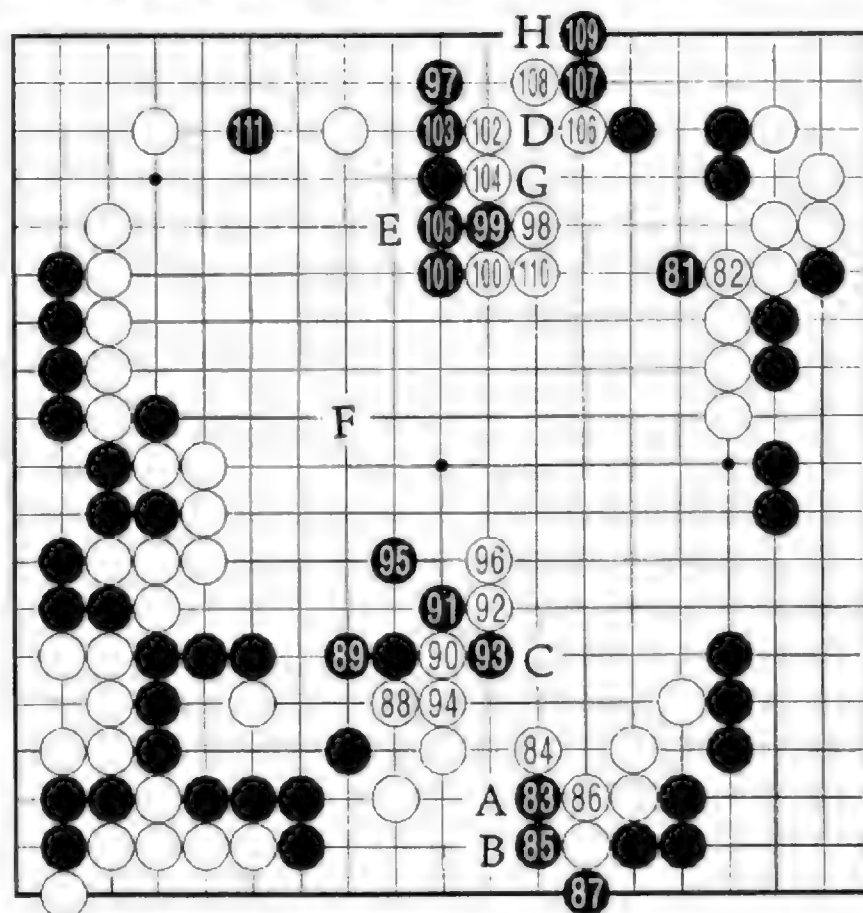
Many players seem to have a special connection with certain tournaments. For Se-tol it is the LG Cup. As mentioned before, it was the second LG Cup in June 1997 where he made his debut on the international stage at the age of 14. He also

made it into the main tournament in 1998, but both times he had to taste the bitterness of defeat in the first round, against Chang Hao and Shao Weigang respectively. This current LG Cup is his third international appearance.

He was a bit lucky to have made it into the final stage at all, for in the deciding game of the national qualification, he had to overcome all kinds of hardship to finally win a seesawing game against An Cho-yeong 6-dan by half a point. He could have easily lost that game and we would not have witnessed his impressive walk through this tournament. After beating the European representative Catalin 4-dan, Se-tol went on to knock out Chang Hao, Rui Naiwei and Zhou Heyang to reach the final.

To complete the list, at the dinner party before the 1st LG Cup back in 1996 Yi Se-tol (on Black without komi) played an exhibition game with Cho Hun-hyeon that ended as 'no result'.

On the other hand, Ch'ang-ho's affinity for the LG Cup is even more impressive. He won the first and third cups, and got all the way to the semifinals of the second and fourth, being stopped there both times by Yu Ch'ang-hyeok. Up until this term he had a total of 20 wins to two losses (90.9%), which is probably second to none in this kind of tournament.



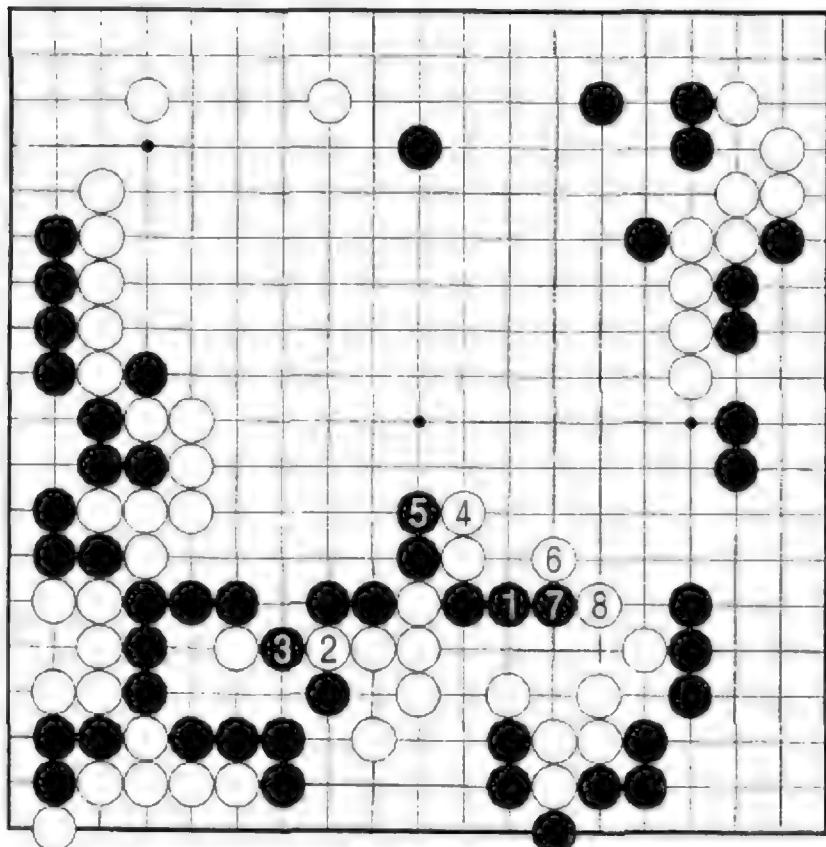
*Figure 5 (81–111)*

Black 83 was a determined but expected strike. The sequence to 87 followed both players' analyses. No professional would cut at 86 with 85, which would only help White, who would play White A–Black 85–White B.

White 88 and 90 may look crude, but White is seeking immediate stability for his group — if he

had to run out, that would only harm his left side influence.

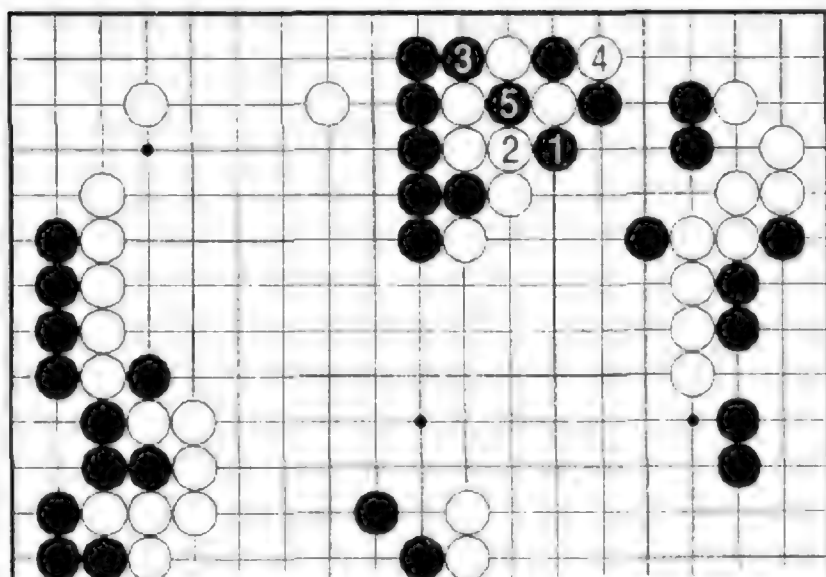
Instead of 95, Black might be tempted to play C, but, as *Dia. 16* shows, this would fail.



*Dia. 16*

Ch'ang-ho thought for 19 minutes before playing White 98. He later commented: 'I was expecting Black to defend at D. If next White E, Black would still be fine with a move around F'.

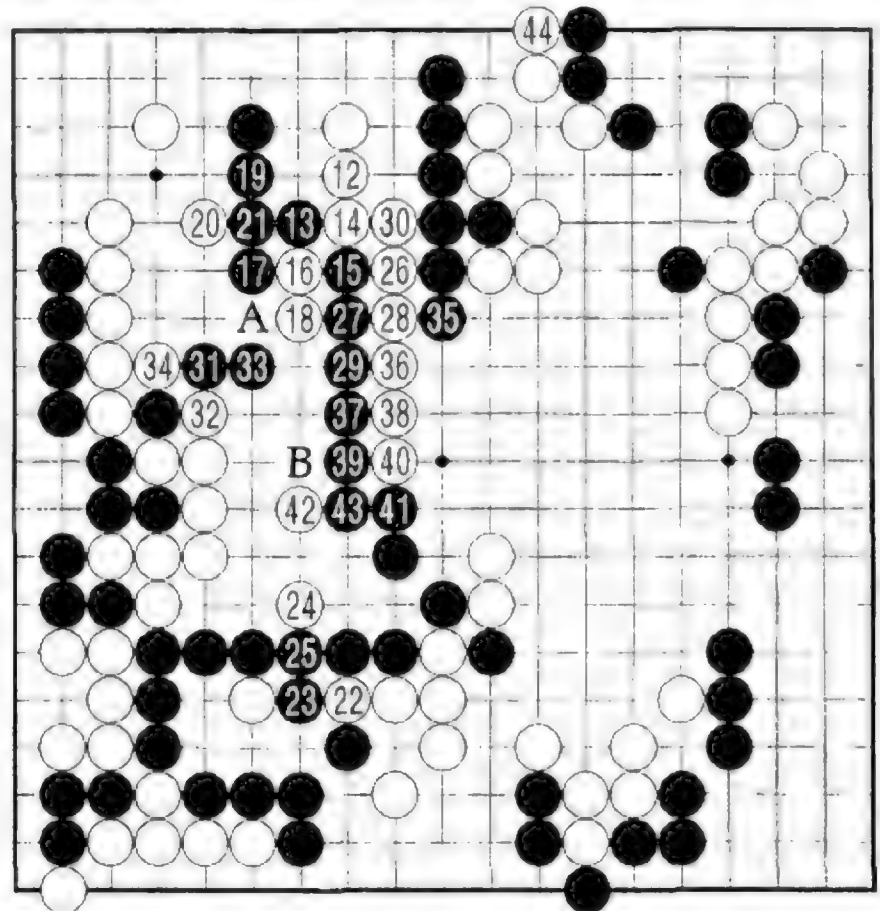
But, filled with youthful vigor, Se-tol couldn't resist the temptation of a vital point like Black 99. If White answered with G, Black 102 would link up all his stones and White would only have become heavy. Therefore, White 100 naturally offers resistance and the moves up to 106 are like holding a tiger by the tail.



*Dia. 17*

Instead of Black 109 one would like to play Black 1 in *Dia. 17*, but the burden of this ko is on Black and White has more ko threats. As a result, White destroyed Black's potential territory at the top at no expense to himself, and Se-tol's adventurous spirit suffered a severe setback.

Se-tol was not going to submit to Ch'ang-ho's intimidating moves by linking up on the first line with H; instead, he plunged in with 111. Of course, White welcomed this fight because he was still a little behind. The other professionals following this game intuitively felt Black 111 was an overplay, but, judging by the result, from this point on Se-tol's genius came to light.



*Figure 6 (112-144)*

### Figure 6 (112-144). *A miraculous flow*

White 12 is the most persistent move. After about three minutes thought Black attacked with 13. Both players seemed determined to make this the deciding fight of the game. The professionals in the pressroom were in agreement that the fight was unreasonable for Black, but to everyone's surprise Se-tol showed he had enough breath for the final sprint. In a situation where, for an average pro, even hours would be insufficient, quite unexpectedly the game proceeded as if the players were in their final minute of *byo-yomi*.

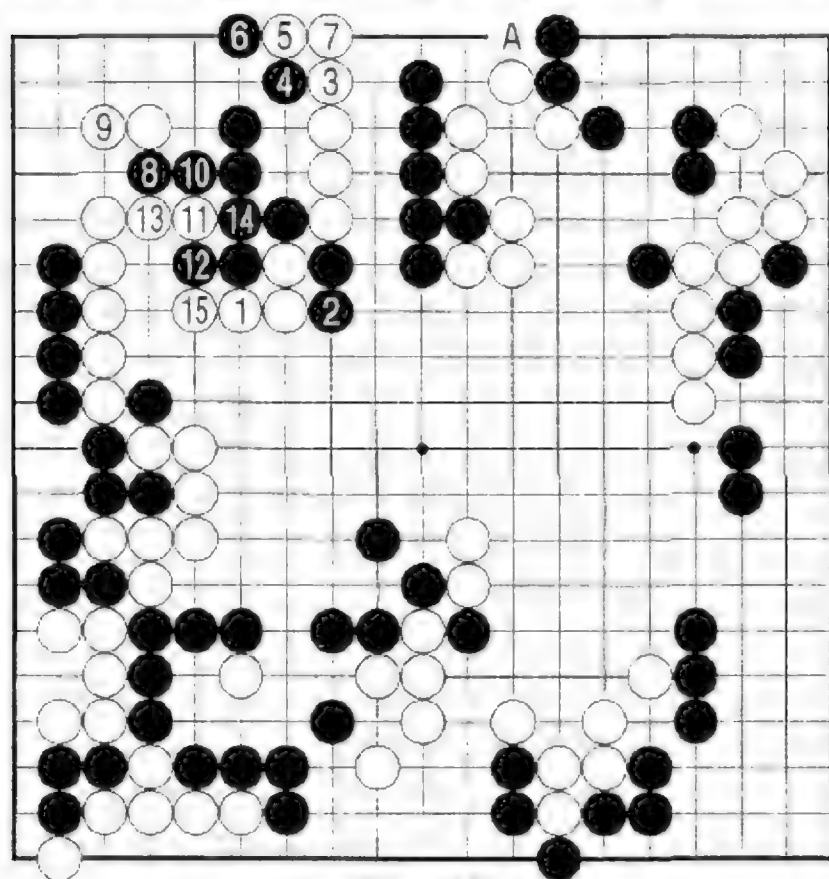
But Ch'ang-ho slipped up. One might wonder if Ch'ang-ho wasn't alarmed: 'This kid is challenging me — swaggering and playing as if there was something hidden. Did I slip up in my analysis somewhere?' Yet he played as fast as Se-tol.

Suddenly, Ch'ang-ho made a mistake: White 20. White A was the only move here. The sequence up to White 15 in *Dia. 18* is a *sentese* for White. Next, White plays A and Black is in serious trouble.

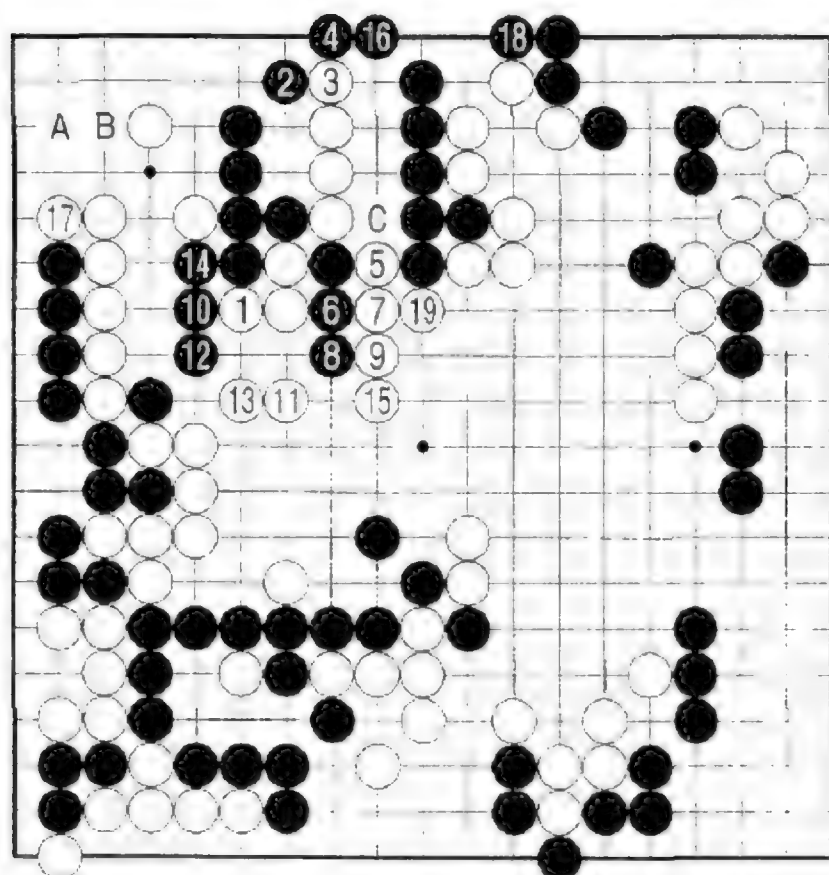
At first glance it looks as if Black gains enough liberties with 17 and 19, so Ch'ang-ho might only have considered White 20, which destroys Black's eye shape. Even after 20 there was a good chance



for White if he blocked at 1 in *Dia. 19*. After 1 to 4, White pushes out with 5 and 7, then, up to 15, captures the three black stones in the center, whereas Black doesn't get anything except saving his stones.



*Dia. 18*

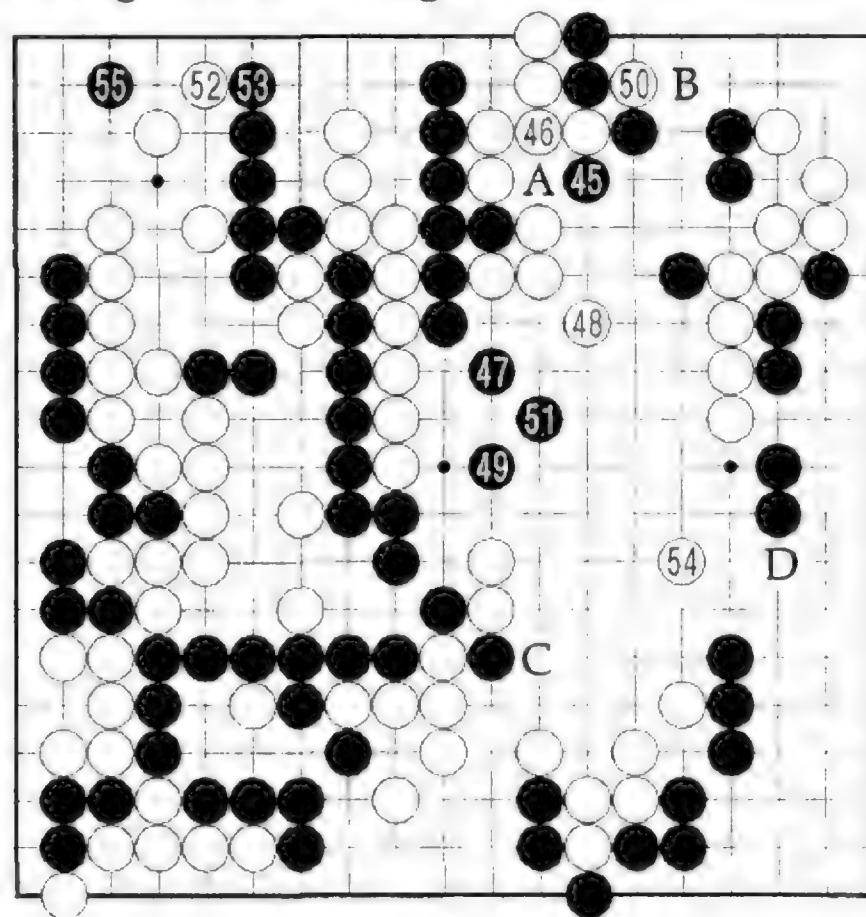


*Dia. 19*

Black might try to capture White's upper left corner with A for example, but White plays B and Black's stones won't die. Finally, if Black tried C instead of 2 in *Dia. 18* or *19*, White would exchange 6 for Black 5, then play 3. As Black has too many weaknesses, such as 18 and 19 in *Dia. 19*, he will be unable to cope with them all.

But White 26 was the wrong move, and Black countered White 30 nicely with 31. The sequence to 34 is forced, and now the whole white group from the upper left corner into the center is insecure. Black even managed to escape entrapment with 35.

With the moves from 38 to 42, White prepared a reserve eye in sente (White B), just barely securing that group before switching to 44. White occasionally thought for a few minutes while Black played the moves from 15 to 35 instantly. What was once a favorable fight for White suddenly finds Black with a knife in his hand. With White 44 the stage for the final fight is set.



*Figure 7 (145-155)*

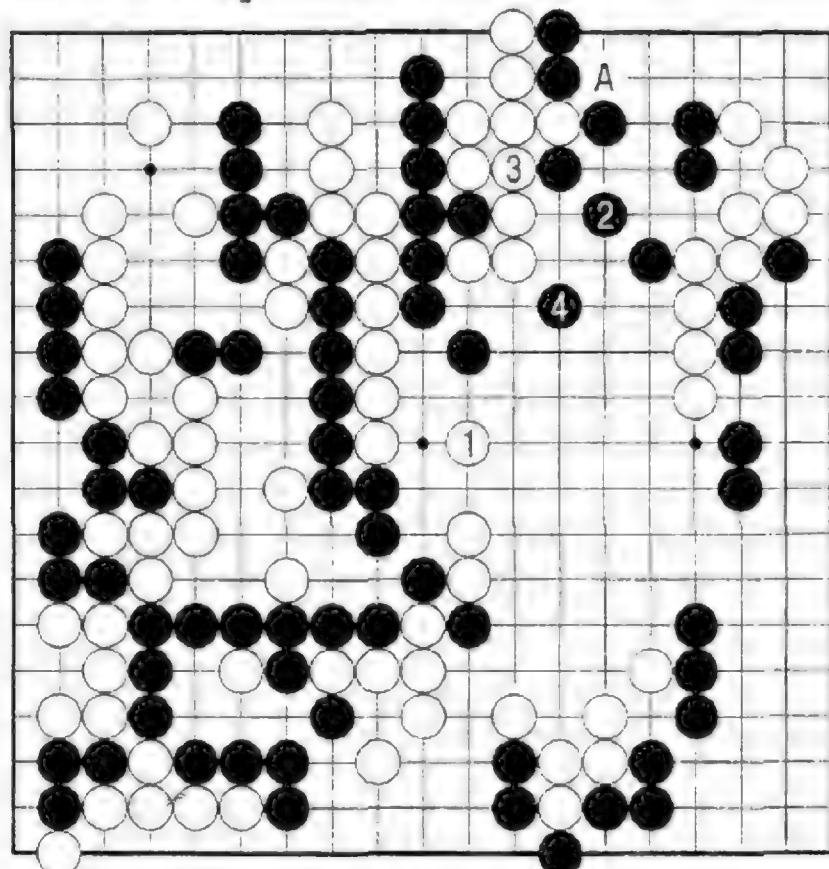
#### Figure 7 (145-155). A shaken Ch'ang-ho

Everyone in the pressroom was excited. Players like Seo Bong-su, Yu Ch'ang-hyeok, and Ch'oe Myeong-hun had all been expecting Se-tol to resign soon after White 112 in *Figure 6*, but just a few moves later it was Ch'ang-ho who was on the verge of resigning.

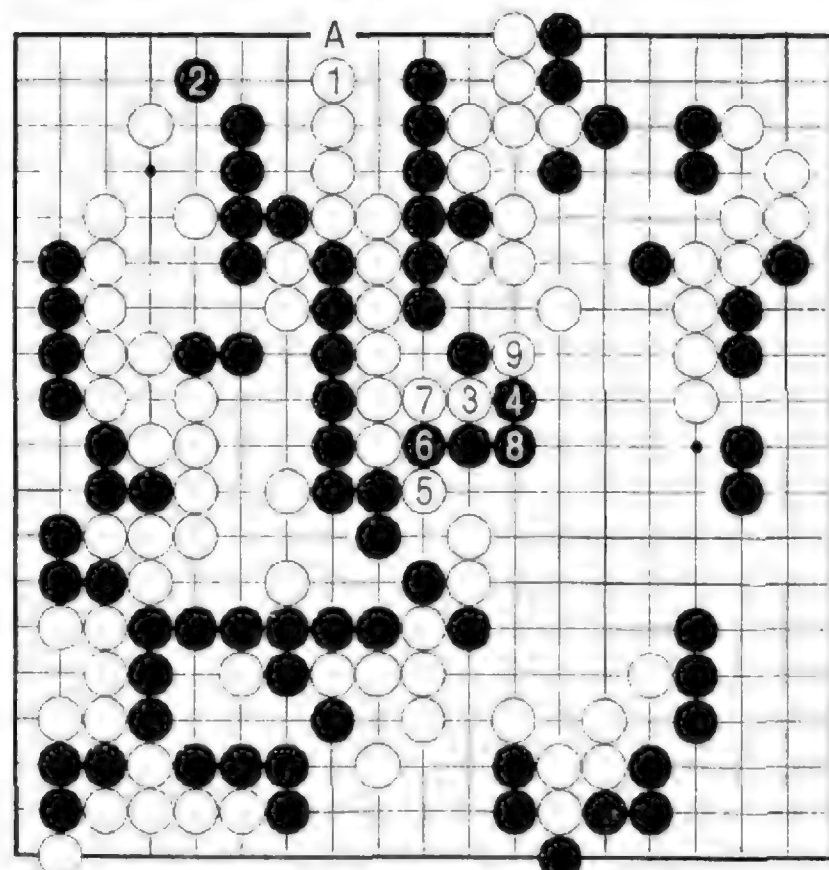
How could this have happened? He had enough time left and, in fact, about 14 minutes. Even in *byo-yomi* such an upset would hardly be imaginable if Chang-ho had been his usual self. It seems as if Se-tol's boldness and self-confidence shook the 'stone Buddha', the incarnation of the 'immovable heart'.

Let's look at the final moves. This time White cannot play 46 at A, because, with the weak group in the upper left, Black has more ko threats. Obviously, Black 47 is the vital point. White cannot move out with 49 because Black kills the white group at the top left with 2 and 4 in *Dia. 20*. Even if White captures with A, he is still left with only one eye. In the end, White captures the black stones in the upper right with 48 and 50, but by Black 49 White's nine stones in the top center are dead. Black 51 is the final nail in the coffin, confirming

White's death. Actually, there was a danger that White could bring these back to life with 1 in *Dia.* 21, threatening to link up to the left or right with A or wedging in with 3 and cutting off the eight black stones in the top center with 9.



*Dia.* 20



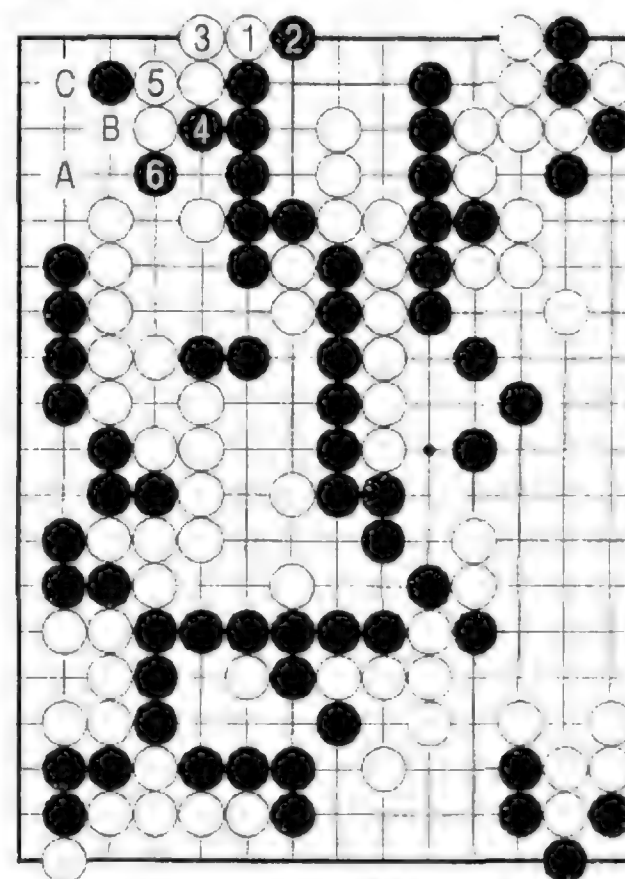
*Dia.* 21

White 54 prevents Black C and looks forward to D, but Black 55 ends the game. If White plays the sequence to 5 in *Dia.* 22 to stop Black from linking up, he will collapse after Black 6. If White plays at 5 instead of White 1, White would again collapse after Black A. And finally, if White simply plays B, Black plays C, linking up to one side or the other. White had to resign.

What a match! The unrivaled Yi Ch'ang-ho loses two games in a row to a youngster of 18. We have to wait until the match is continued in May to see whether he will be able to recover from this shock.

155 moves. White resigns.

Commentary by Ch'oe Kyu-pyeong from an article by Yi Hong-ryeol in *Baduk Monthly*, April 2001. Translated by Franz-Josef Dickhut.



*Dia.* 22

## Game Five

White: Yi Ch'ang-ho 9-dan

Black: Yi Se-tol 3-dan

Played on May 21, 2001

### Figure 1 (1-34). An exciting match

A match for an important title can be an exciting affair. Victory or defeat can hinge on a minuscule weakness of one of the players; it can reverse the flow of a game or even the whole match, making different parts seem as if other competitors were involved.

After he won the first two games Yi Se-tol had seemed sure to win the match. Indeed, almost all writers and commentators made him the favorite to take the title, but when Yi Ch'ang-ho turned the tables with his own two wins, those same people switched sides, nodding as if they had never expected anything else, with expressions on their faces as if saying: 'After all, the throne is reserved for his majesty.'

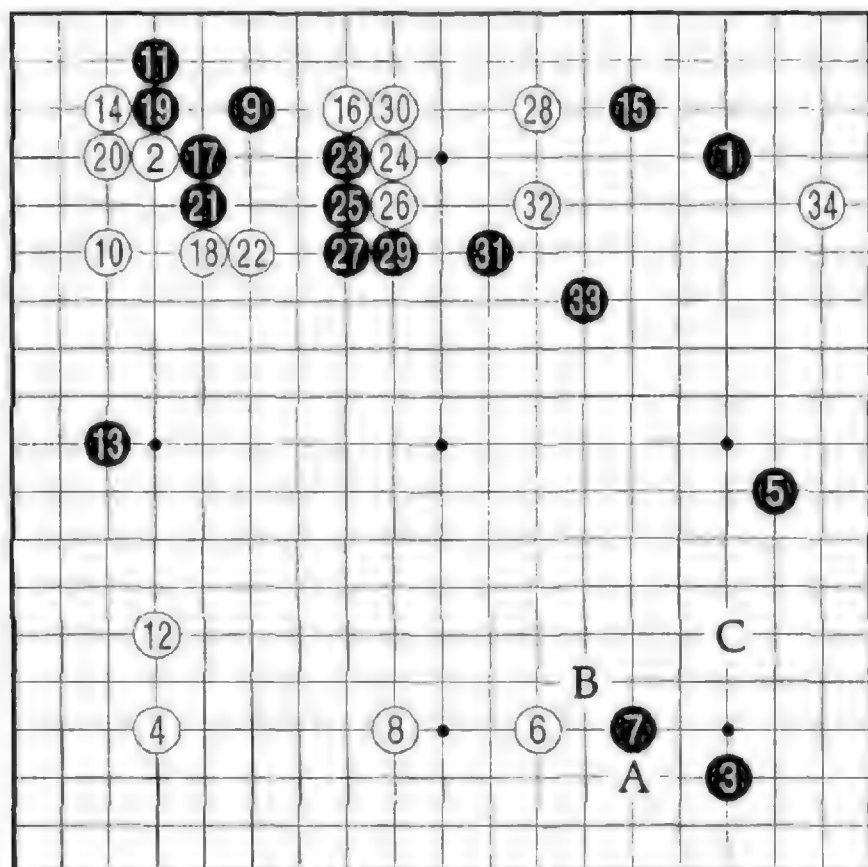
But was that really the way the match could have gone? Was it inevitable that the player who recovered after two losses would also win the last game? Would it be impossible for the elder player to suffer defeat in the last game of a world championship final? Would the challenge of this 'upstart' 18-year-old finally end in failure? These were the thoughts occupying the minds of the journalists.





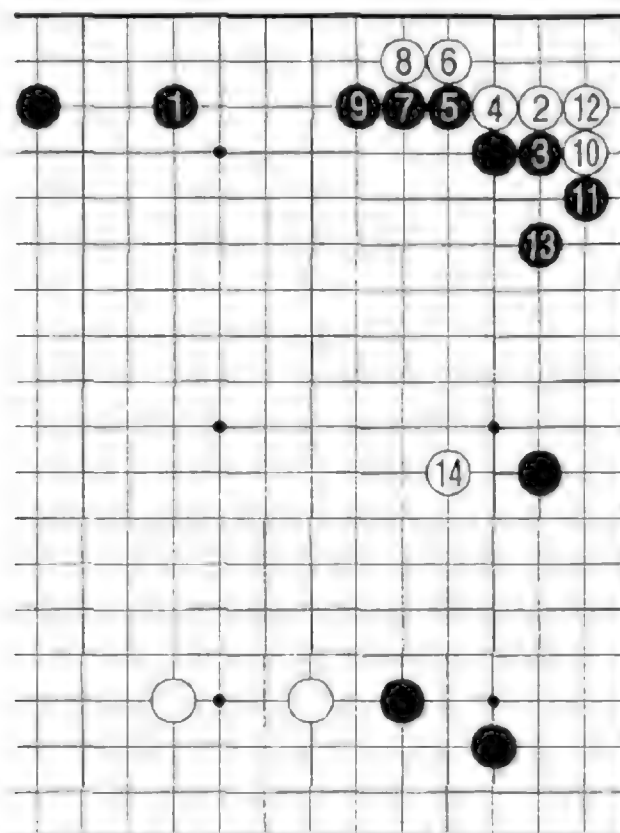
*Yi Se-Tol and Yi Ch'ang-ho: Putting the upstart in his place*

As this was the final game, the colors were decided anew, and it was Se-tol who had Black again. It was noted that Se-tol had a satisfied expression, while Ch'ang-ho's face could have been interpreted as expressing concern for a brief moment.



*Figure 1 (1-34)*

Black 7 was the first point of interest. The usual way for Black to play would be the sequence Black A—White B—Black C. Black 7 in the game puts more pressure on White. With Black 13 Se-tol seems to beg White to attack him. That strategy proved to be effective in the first two games.

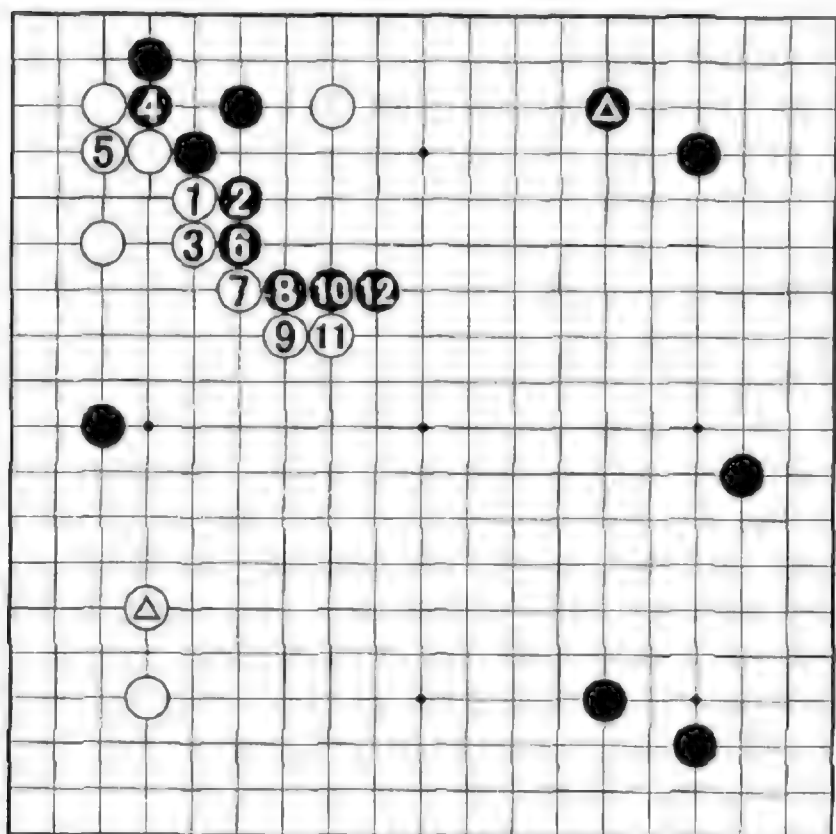


*Dia. 1*

Instead of 15, Black 1 in *Dia. 1* might seem to be a natural way to play, but the continuation to 14 leaves White with the corner profit and Black with a flattened out moyo — not very appealing. White 16 is natural, so in a way Se-tol's stratagem succeeded in stimulating Ch'ang-ho to attack, something he usually tries to avoid.

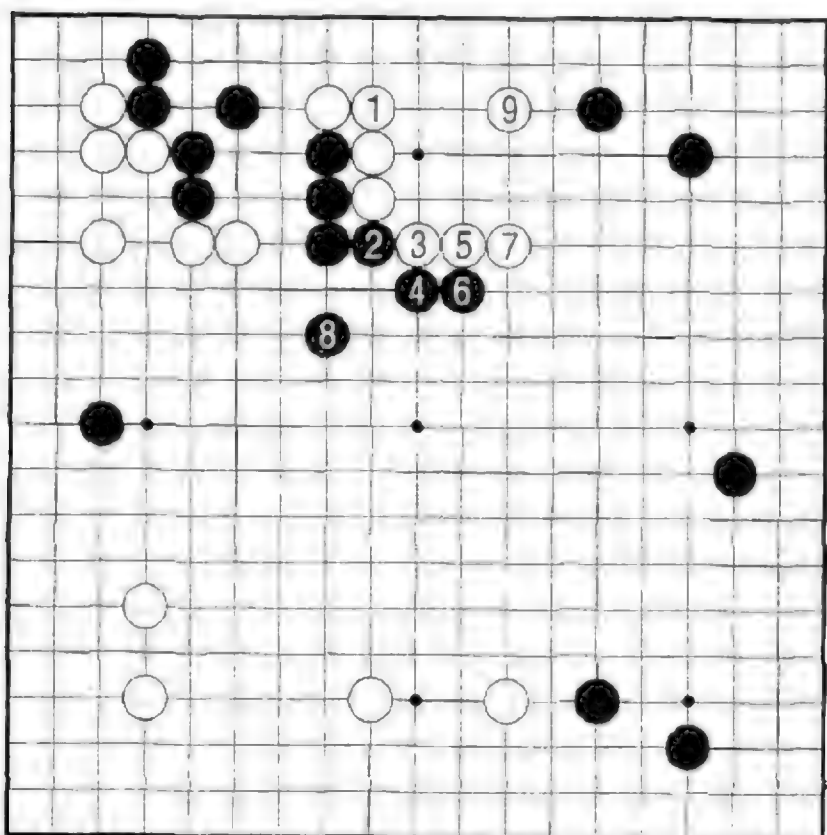
If White plays 18 at 1 in *Dia. 2*, the sequence to Black 12 can be expected. Although both sides build large spheres of influence, White's formation looks a bit wishy-washy compared to

Black's. That is mainly due to the cutting points in White's position above and the high profile of the marked white stone compared to the marked black stone on the third line.



Dia. 2

According to Ch'oe Myeong-hun 8-dan, it would have been better for White to have connected at 1 in Dia. 3 with 28. When Black played 33, Ch'ang-ho dived in at 34 after 6 minutes of thought.



Dia. 3

### Figure 2 (35-54). When you think too much

Before we get into the variations stemming from White 34, another question has to be answered: what would happen if White tried to cut with A, that is, White 1 in Dia. 4? Nothing — Black easily lives up to 16.

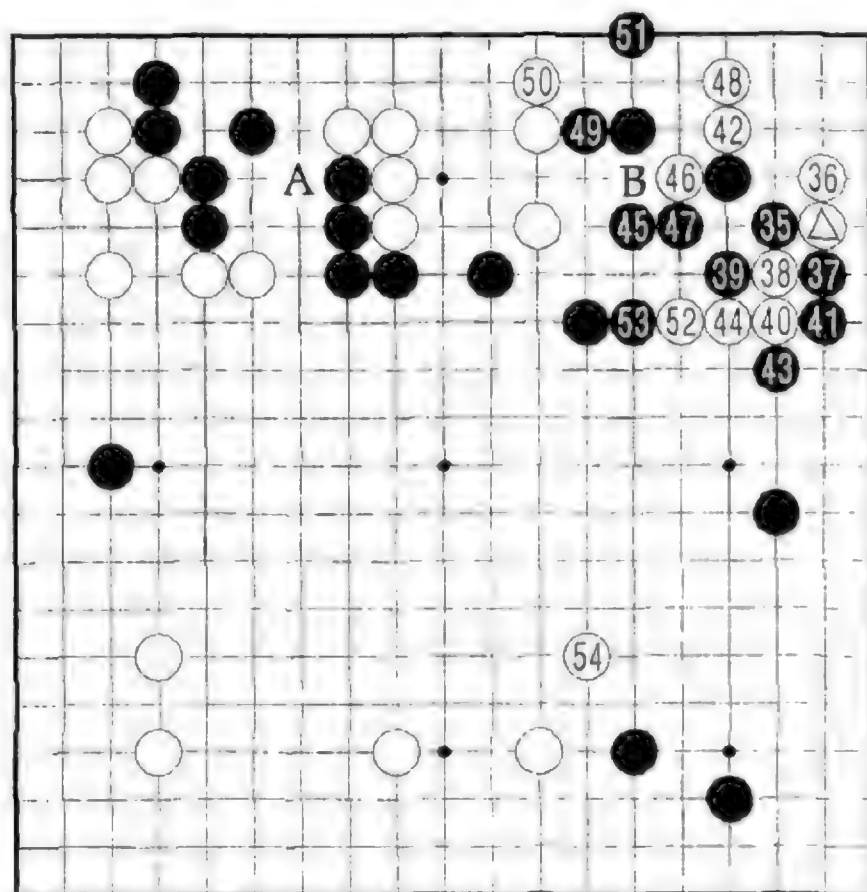
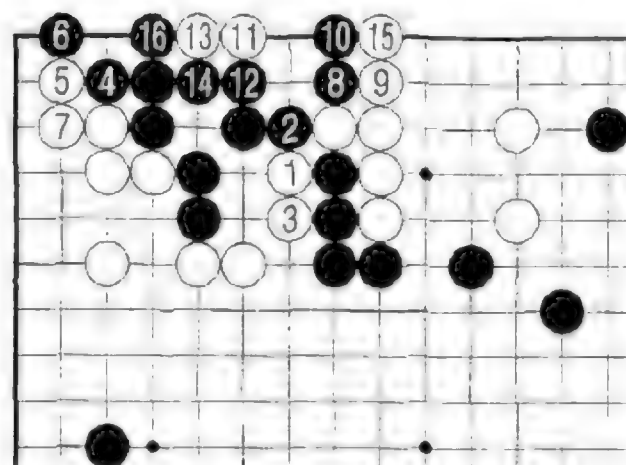
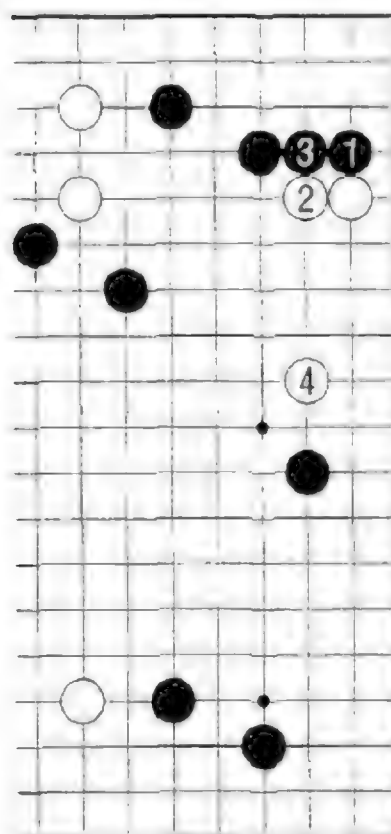


Figure 2 (35-54)

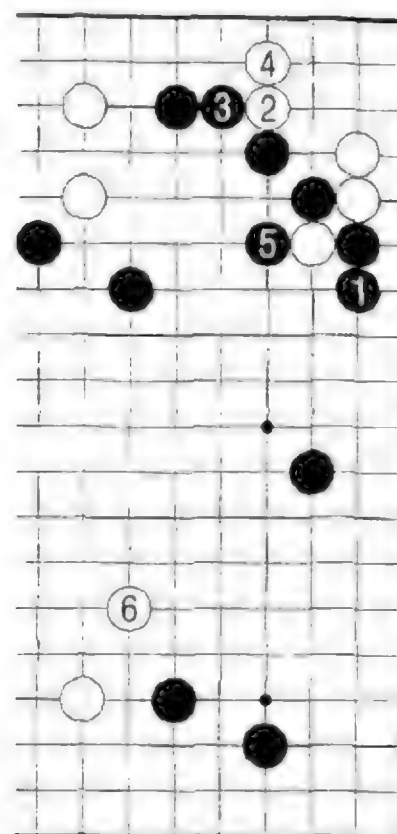


Dia. 4

In answer to White 34 (the marked stone), Black has a number of moves to choose from, but Black 35 in the game can be considered the most aggressive and the most appropriate response for this position. For example, Black 1 in Dia. 5 is too easy on White.



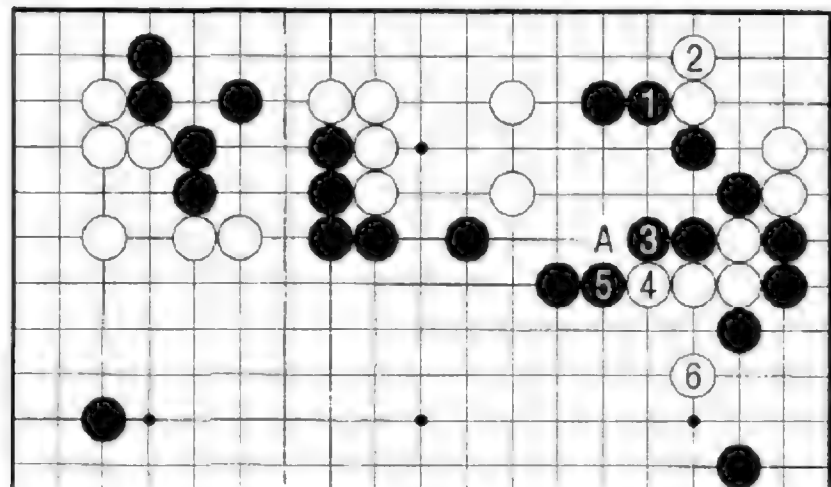
Dia. 5



Dia. 6



Instead of the atari of Black 39, a joseki dictionary would give only the move of Black 1 in *Dia. 6*. But in this case White would take the corner with 2 and 4, and, since Black 5 can't be omitted, White would have sente to play White 6, now the focal point of this game — a million dollar move.



*Dia. 7*

After White played 42, first playing Black 43, then 45, was a nice maneuver. Simply playing 1 in *Dia. 7* leaves a weakness at A that limits Black's possibilities in later fighting. After covering the defect at B in the figure with the exchange of Black 49 for White 50, Se-tol fixed his view on the upper right. After almost 20 minutes, he finally played Black 51. That made it the slowest move of the game, but not necessarily the best.

After carefully analyzing the Se-tol's intentions for 6 minutes, Ch'ang-ho exchanged 52 for 53, then switched to White 54. Just before 54 was played, the professionals in the pressroom were almost in a frenzy. First they put a black stone there, then a white one, concluding that whoever got to play that key point would have the better game.

But what was the aim of Black 51? Some observers were expecting something extraordinary now, that would give Black adequate compensation, but they were waiting in vain. Se-tol said that he had hoped to immobilize the three white stones at 38, 40, and 44 more effectively, but being stripped of the chance to play 54 himself was extremely painful. This shows that too much thinking can often invite disaster.

#### Figure 3 (55–80). Errors by both players

Black 57 was played too soon; it's better to leave the position there as is because there's a chance to set up a ko as in *Dia. 8*. If Black had a stone at A, which also threatens the white group at the center top, a ko could arise in the corner. On the other hand, if White plays 6 at 7, Black 6 could even take the corner without ko.

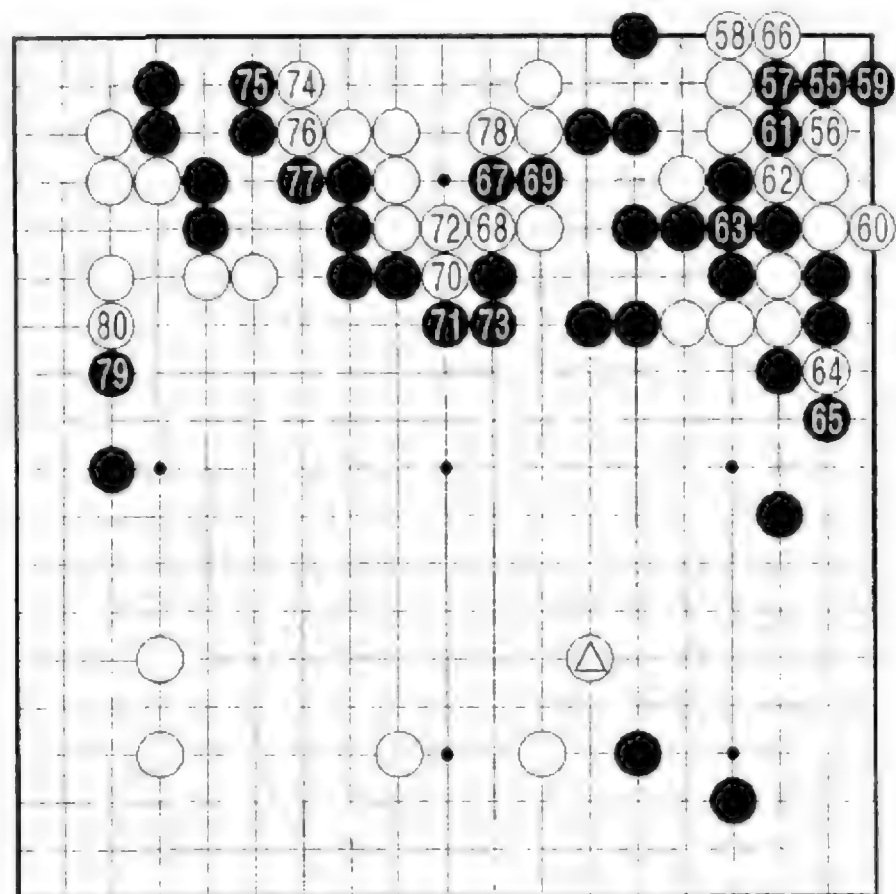
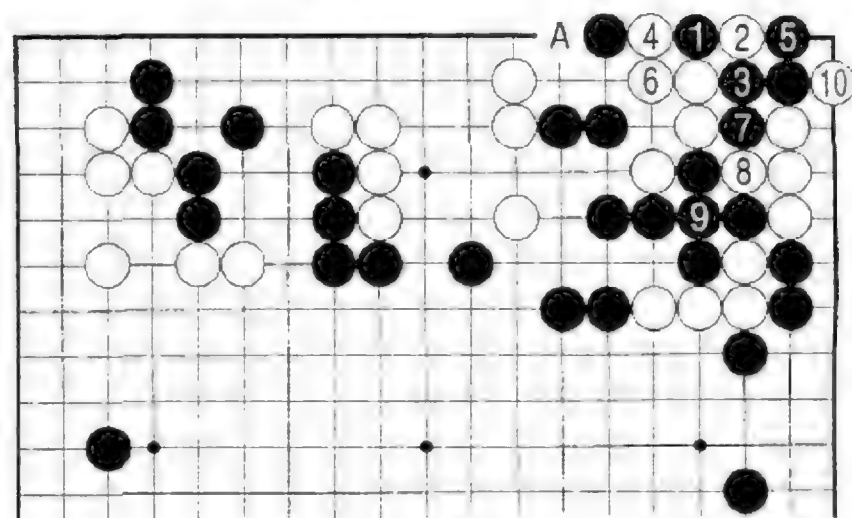
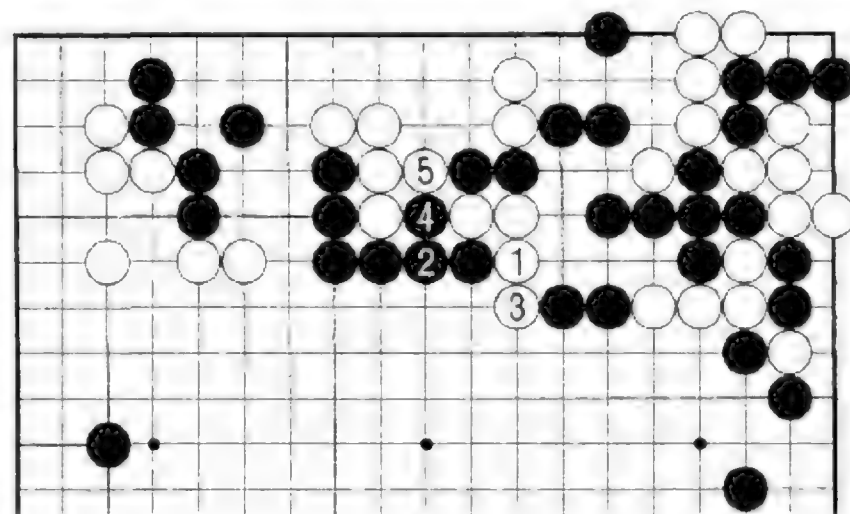


Figure 3 (55–80)



*Dia. 8*

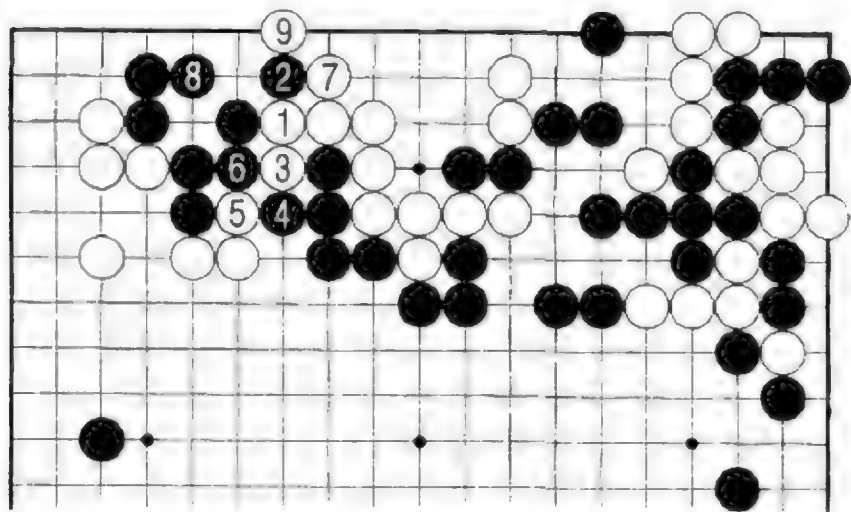
After his unsuccessful attempt in the corner Black next tried 67, as he was understandably feeling pressed to get compensation for White's move at 54.



*Dia. 9*

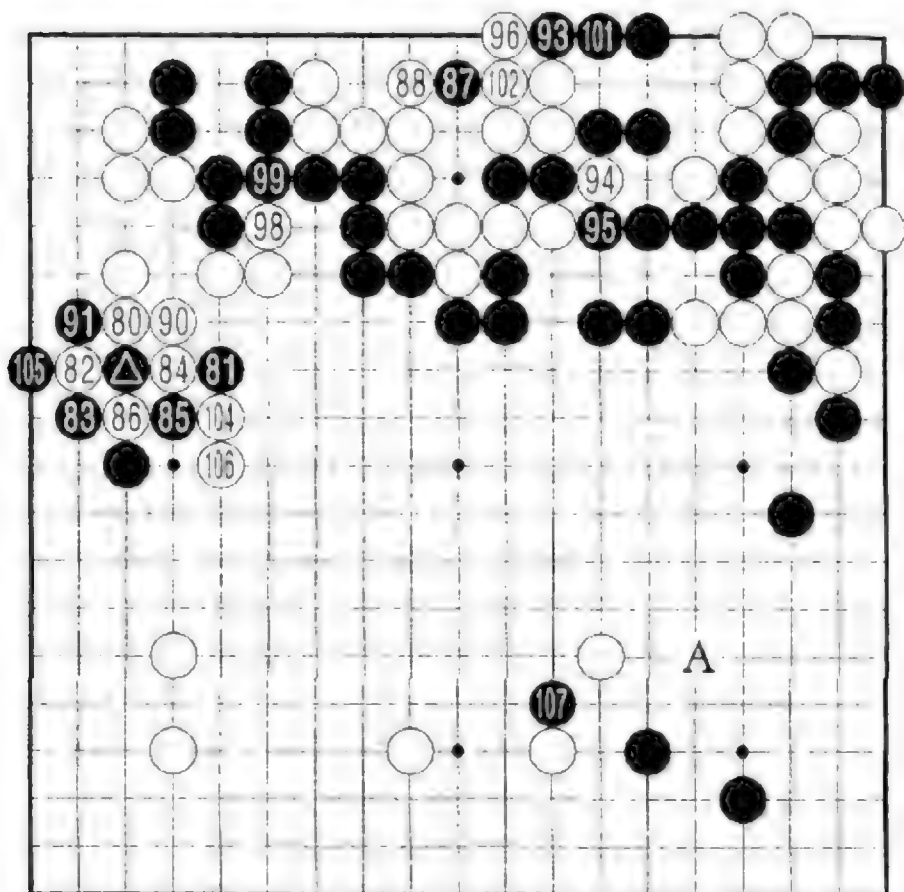
White 70 was a futile move: it only helped Black to become thicker on the outside up to 73. If White had left it as it was, there would remain the possibility of White's breaking into the center with 1 and 3 in *Dia. 9*. In a way, White's error here returned the gift of Black 57.

In a big match like this, even a player like Yi Ch'ang-ho seems to get a case of the nerves. White 74 is again a move that nobody would believe was played by the world's top player. White had to play the sequence White 76–Black 77–White 75 instead. There is a significant difference in profit as well as eye shape. Was Chang-ho scared of Black 2 in *Dia. 10*? That would result in a ko with Black's life at stake. Black can't play like that.



*Dia. 10*

After 78, White's position at the top looks cramped, and it feels that Black has finally got a measure of revenge for White 54. Next, Black plays on the left with 79, but the response of White 80 is another move requiring criticism.



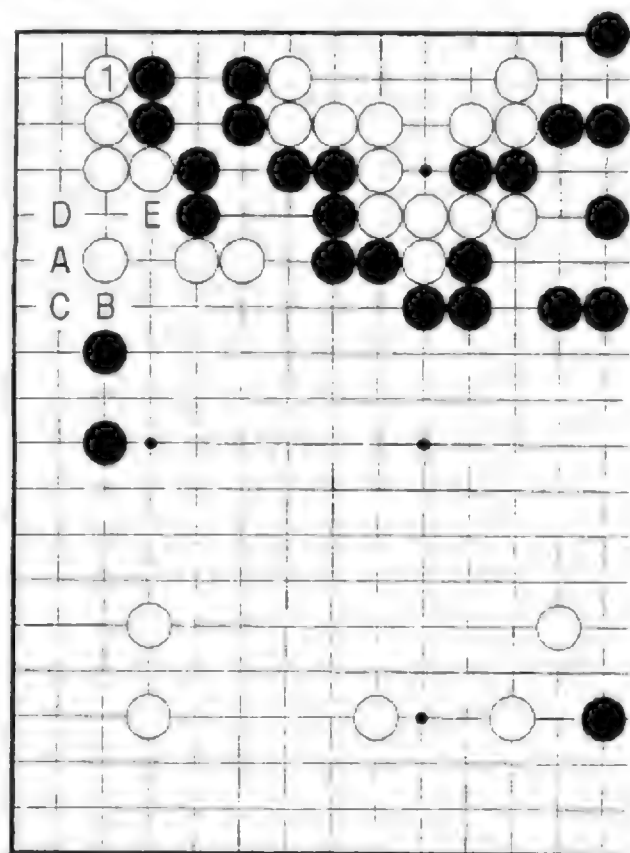
*Figure 4 (80–107)*

89, 97, 103: at the marked stone; 92, 100: at 86

#### Figure 4 (80–107). A difficult ko fight

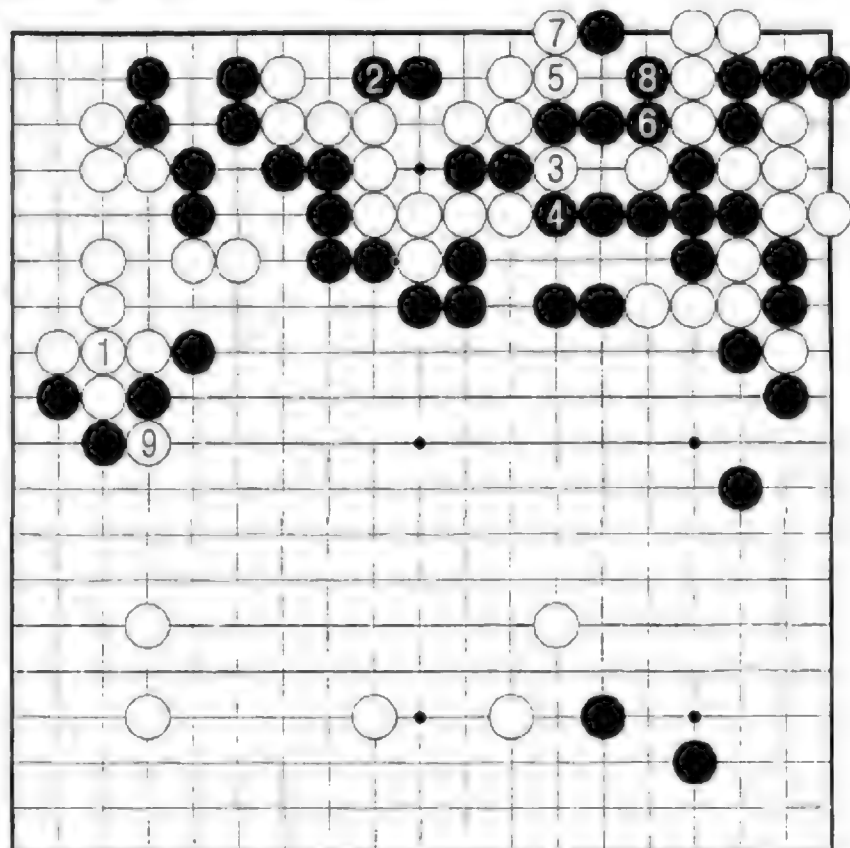
When the isolated black stone on the left started to move with 79 (the marked stone), the situation became tense. But the thrust of White 80 was bad. Black is happy to be able to make flexible shape with 81. This move also blocks the ladder

that will eventually arise when Black plays 107. The proper move for White 80 was White 1 in *Dia. 11*. If Black A next, White would follow up with the sequence White B–Black C–White D. Black E after White 1 would be answered by White living with B.



*Dia. 11*

If White had played 80 at 1 in *Dia. 11*, Black 107 would not have been possible, so Black would probably have had to defend with A in *Figure 4*. This is in sharp contrast to what happened in the game, where White seems to have somehow exhausted his resources.

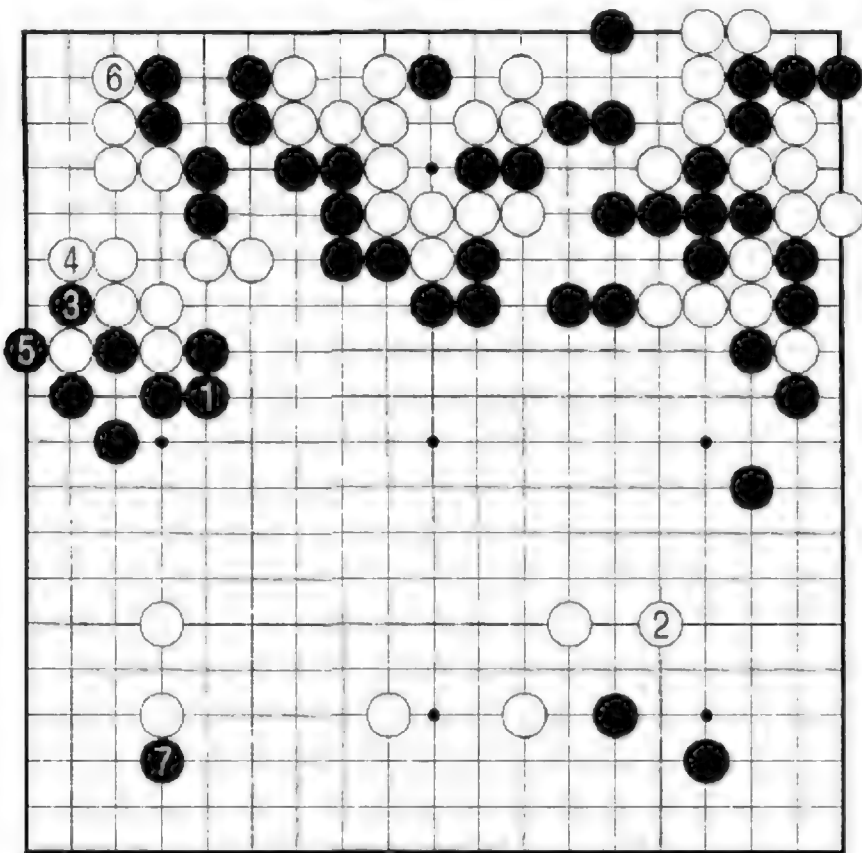


*Dia. 12*

Since he now had no other real alternative, White started a ko with 82. But the problem with this ko is that White can't win it. *Dia. 12* shows what would happen if White resolved the ko instead of answering at 88. Black would gain in this exchange.



It is quite painful for White to backtrack with 90. But instead of immediately taking the ko to the next stage with 91, Black should follow *Dia. 13*, as suggested by Ch'oe Kyu-pyeong 9-dan.



*Dia. 13*

After continuing the ko for a while, White accepts the fact that he can't win it. He therefore plays 104 and 106, strategically brilliant moves. During the ko White 94 looks like a small loss, but as Black 94 would have been a ko threat as well, that difference is negligible. White 104 and 106 provides good reinforcement for White's center, and they again block the previously mentioned ladder. On the other hand, if Black moves out with his stone at 81, the white corner seems to be in danger of dying. But there was a slight miscalculation here. Anyway, Black played across the knight's move with 107; the climax is fast approaching.

#### Figure 5 (107-149). A rivalry in the making?

Last year, when Se-tol was rumbling through Korean tournaments with 32 straight wins, Ch'ang-ho was asked to evaluate his strength and prospects. At that time he said that although there are many promising young players, Se-tol would be his most dangerous foe. Within a year, probably faster than Ch'ang-ho himself expected, he was facing him in a major title match.

On the other hand, Se-tol said in an interview right after winning the first two games: 'I'm astonished that I won two straight games, but there's still a difficult road ahead. That's because my opponent is Yi Ch'ang-ho.' This statement clearly expressed his resolve to stay alert to the end, but probably he didn't imagine that he would lose the next three games.

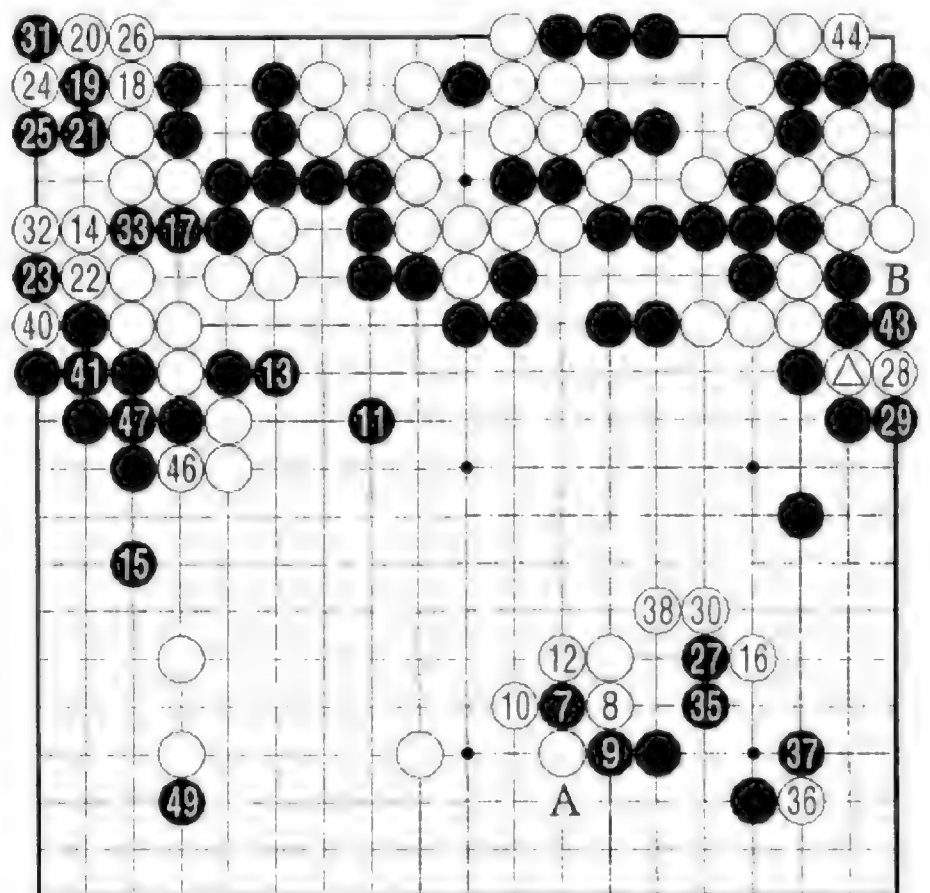
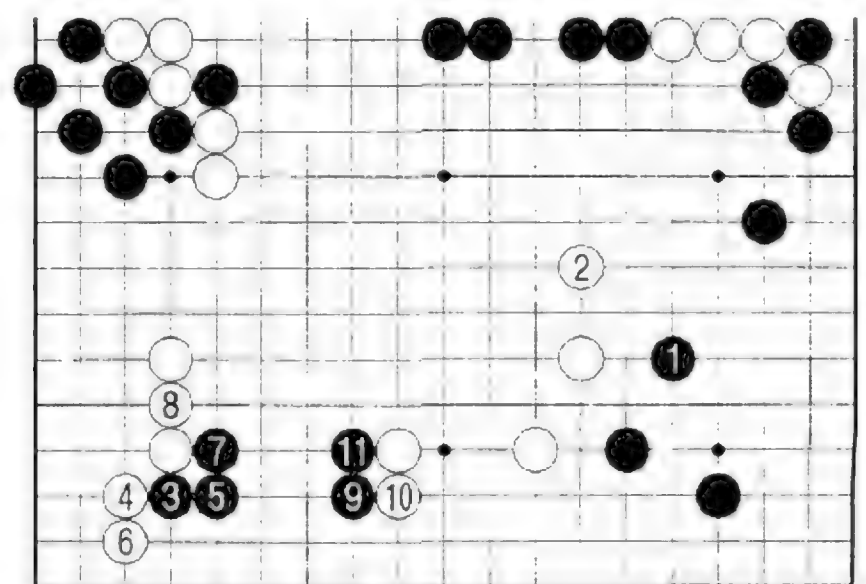


Figure 5 (107-149)  
34,42,48: at 24; 39, 45; at 31

In any case, both players might now have a better idea of each other's talent and strength. If they continue to challenge each other to ever higher levels and keep their fighting spirits alive, this match might well be the start of a keen rivalry between the two Yis.

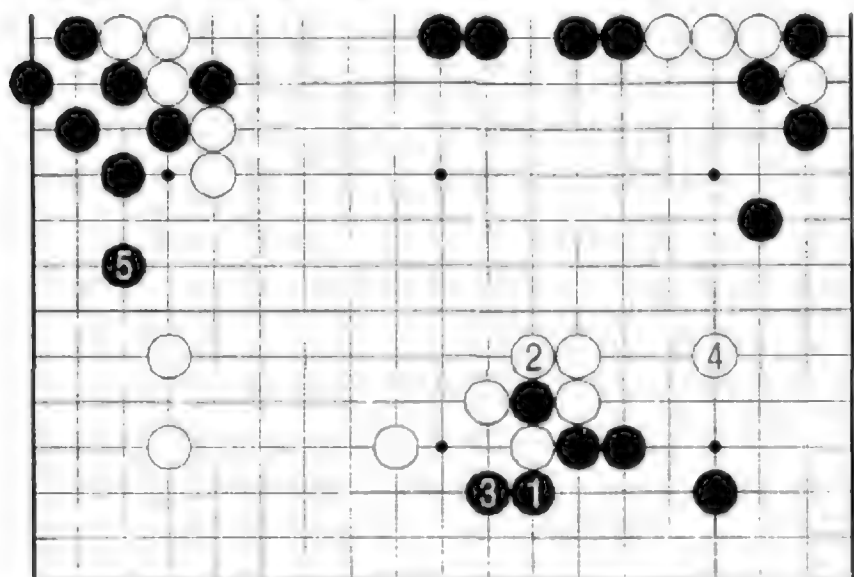


*Dia. 14*

Black 7 at 1 in *Dia. 14* might lead to a long, drawn-out game, but that is not Se-tol's style. If he has a choice, he'll choose to fight.

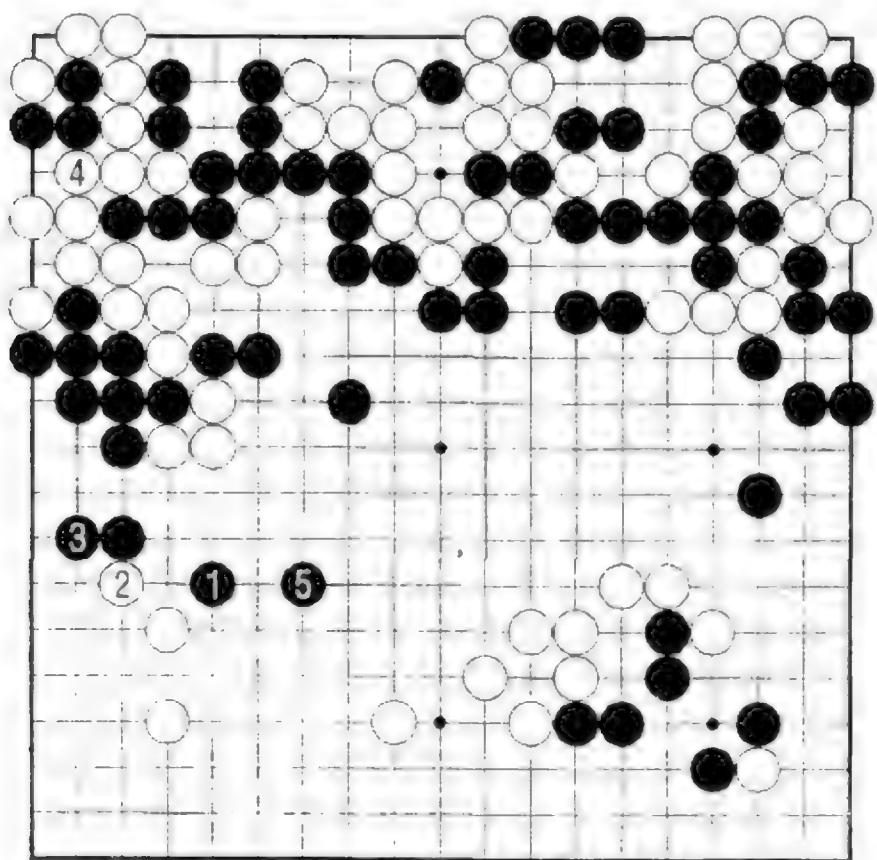
Black 11 could also be played at 1 in *Dia. 15* (A in the figure) with no reason for reproach, but again, that's not Se-tol's style. As he was setting his mind on a ladder-block strategy, he continued according to plan. The ponnuki of White 12 relieved that source of annoyance, and Black extended to 13 — two moves that took about 30 minutes thinking time. The status of the upper left corner now became a problem, but White 14 was a well-prepared tesuji. All other moves result in the

unconditional death of the white corner stones; this variation ends in a ko.



*Dia. 15*

With 15 and 16 both players stopped to catch their breaths, then Black returned to the corner with 17. With 25 the ko is finally established. Here the connection of 26 and the sacrifice of 28 each gain one ko threat. If the ko were to continue and, in the process of using ko threats, the liberty at B were filled, White in turn would have a threat at the marked stone. White 36 is also good timing — Black 37 is now the only move.



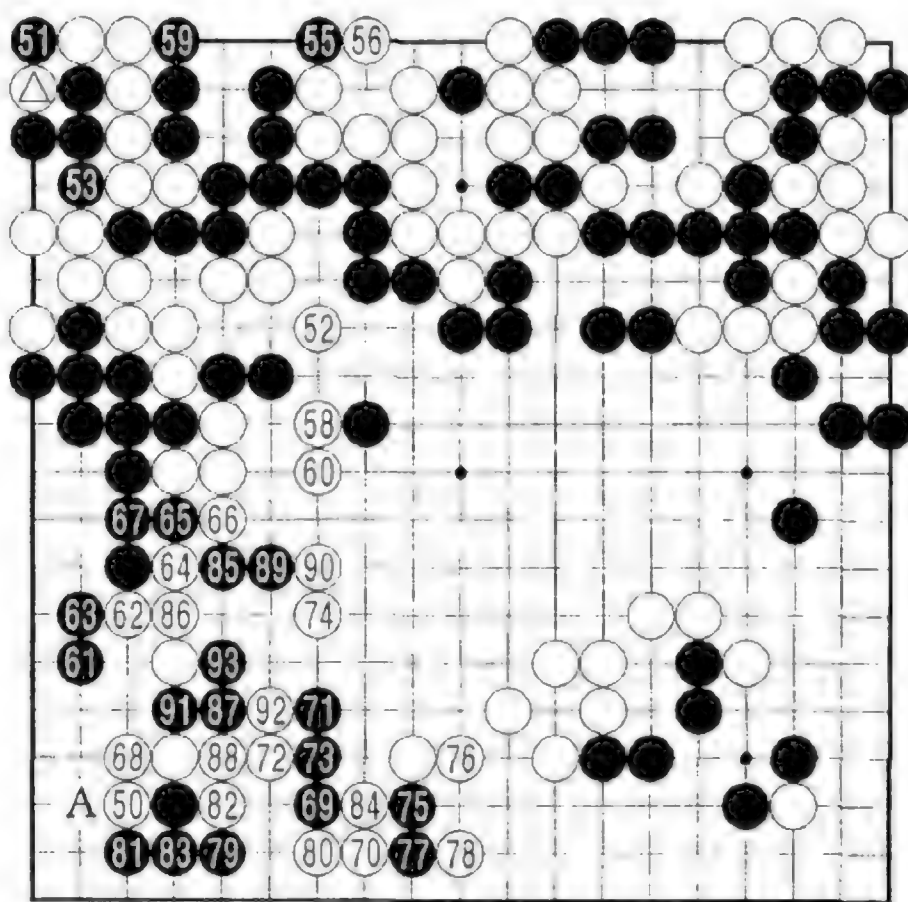
*Dia. 16*

Black 49 is not a very good ko threat. Ch'oe Kyu-pyeong suggested Black 1 in *Dia. 16* instead. Black erases White's thickness and keeps the aji in the lower left alive, in exchange for the ko. Ch'oe would be happy to be playing black in that position.

### Figure 6 (150–193). The final ko

The outcome of the match, which kept the go world hypnotized for months, depended on this game, and its outcome now depends on the final fight focusing on the ko in the upper left corner. The observers were electrified. Even the usually

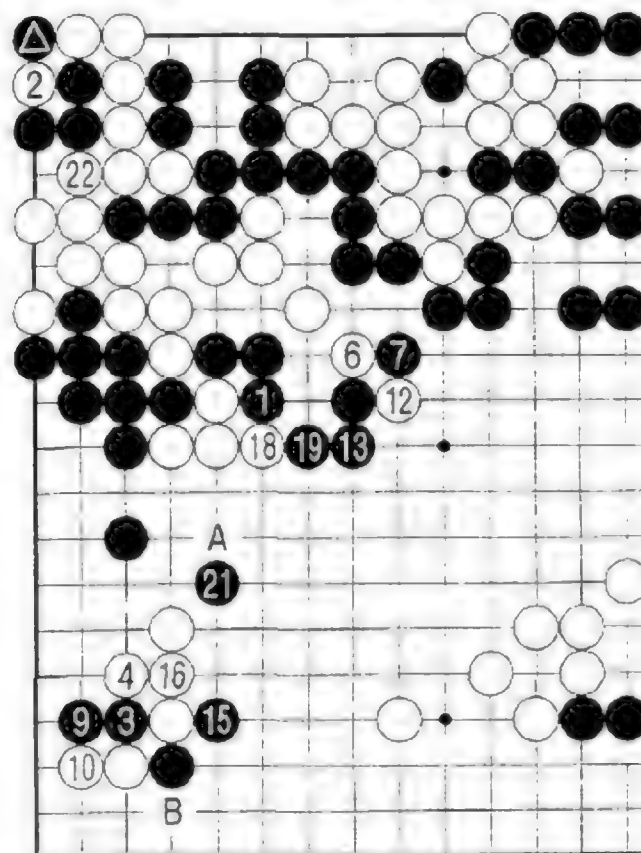
calm and relaxed TV commentator Yang Jae-ho 9-dan couldn't hide his tension, which was visible even on the TV screen.



*Figure 6 (150–193)*

54: at the marked stone; 57: at 51

The ko became a direct one after Black filled a liberty in response to White 52. This was the losing move. Black indeed captured a part of White's group with 57 and 59, but in compensation White got to play 58 and 60, which controlled the center and gave White a definite lead.



*Dia. 17*

5, 11, 17: at the marked stone; 8, 14, 20: at 2

Instead of Black 53 Black had to continue the ko and press the whole white group, since he also had a lot of ko threats. For example, one could imagine the sequence in *Dia. 17*. After Black 21

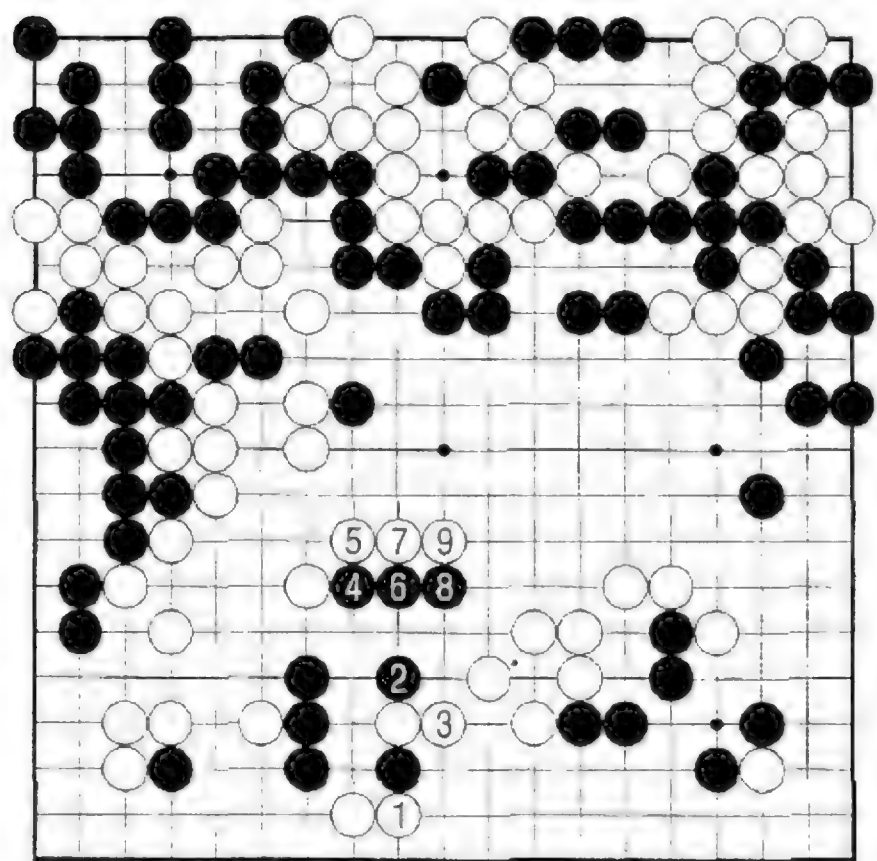


(or A) White could live with 22, but Black has B next, and if he can pull off something at the bottom, the game looks promising. Up to 66, White firmly establishes his lead, encircling the center in sente.

White 68 was another mysterious move — had Ch'ang-ho played at 82, the game would have been an easy win for him, but this might be an example of what many players, professionals and amateurs alike, have experienced after success in a difficult position: just when the tension is gone, you lose your concentration.

At 58, White entered his final minute of byo-yomi; at 71 Black also went into byo-yomi.

Black 69 is Se-tol's final effort to make a fight of it. But his power is gone. White 74 cleanly knocks the wind out of Black. However, since Ch'ang-ho had played so many strange moves throughout the game, nobody left the pressroom. He too, after going through hell and high water, had seemingly lost much of his vaunted power.

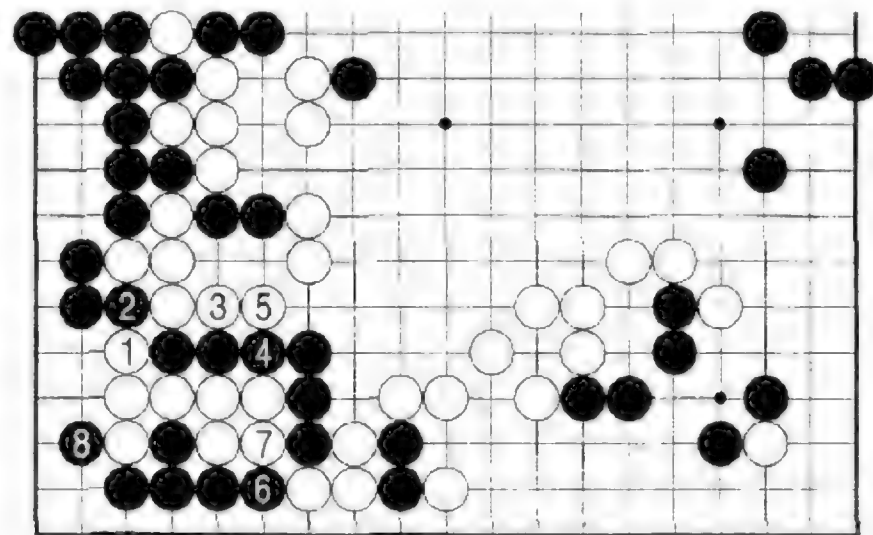


Dia. 18

For example, White 76 in response to Black 75 is questionable. The sequence White 1 to 9 in Dia. 18 leaves Black with nothing to hope for. The same is also true for White 80, which should have been at 81. This move looks as if White is content with half the cake for safety reasons.

Black 85 at A would simply live in the corner, but that is not enough. Therefore, Black went for trouble in the center. Locally, Black 87 is a vital point. Instead of 92, if White had tried to rescue his four stones above with the sequence to 7 in Dia. 19, that would bring on disaster.

What is the conclusion of this final confusion?



Dia. 19

**Figure 7 (194–220). A straightforward endgame**

After White 94, Black captured four stones with 95. White then took the corner with 96, deciding the game once and for all. However, there was a very last chance for Black. Instead of 95 —

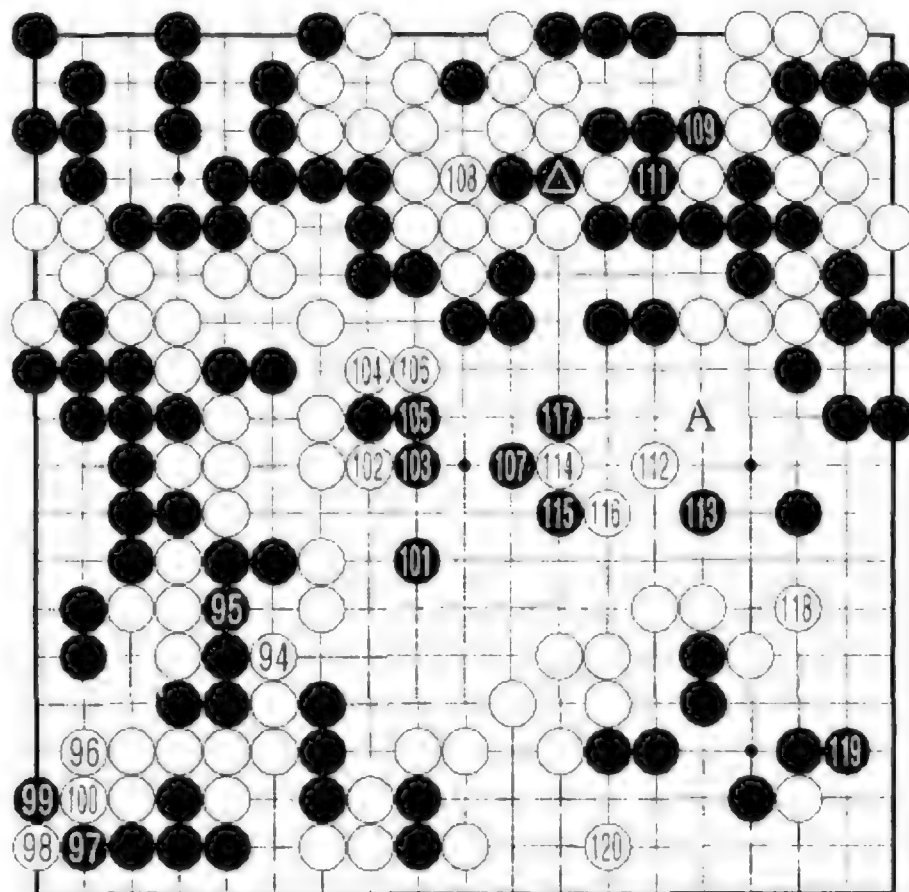
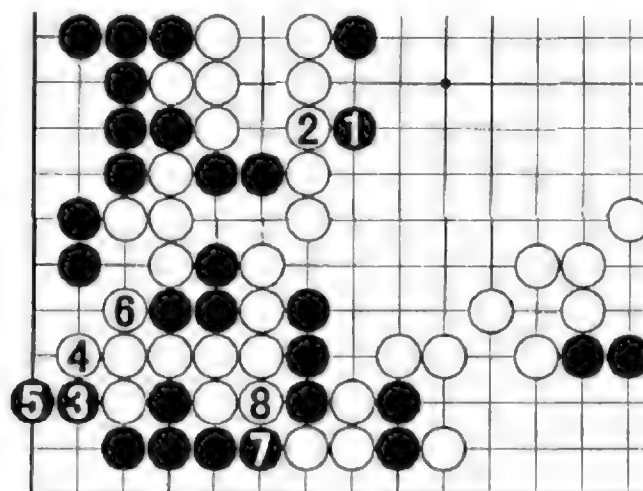


Figure 7 (194–220)  
110: at the marked stone

Playing Black 1 to 7 in Dia. 20, as suggested by Yu Ch'ang-hyeok, saves the corner. Black even gets sente. That still wouldn't win the game, but there might be some hope.



Dia. 20

After this situation was settled, Yi Ch'ang-ho didn't give Se-tol any more chances and headed for a straightforward endgame. In fact, there's hardly anything else to comment on.

**Figure 8 (221–242). Still the king**

Black finally resigns after White 242 and Yi Ch'ang-ho's status as the world's number-one player is reconfirmed. This was indeed the most dramatic final of an international tournament since the third Tongyang final between Yi Ch'ang-ho (then 16) and Rin Kaiho 10 years ago. One can only marvel at his performance since then: this LG Cup was his 15th (!) international title and his 100th (!!) overall. Together with his US\$400,000 prize in the Ing Cup and the roughly US\$200,000 from this LG Cup (250 million won) one might well become envious.

But one might also find that Yi Se-tol had an even bigger harvest. He has just turned 18 and the future is definitely his, even more so if he can benefit from the experience of this match.

242 moves. Black resigns.

From *Baduk Monthly* July 2001. Translated by Franz-Josef Dickhut

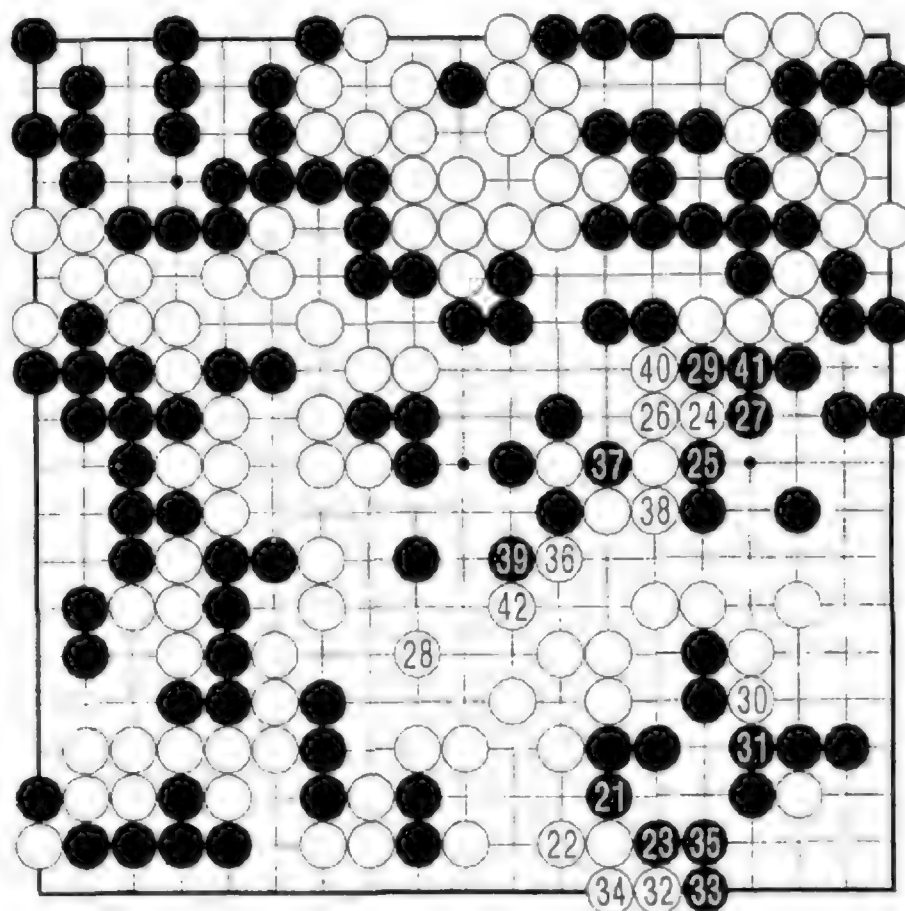


Figure 8 (221–242)

## After the Joseki

by Kato Masao 9-dan

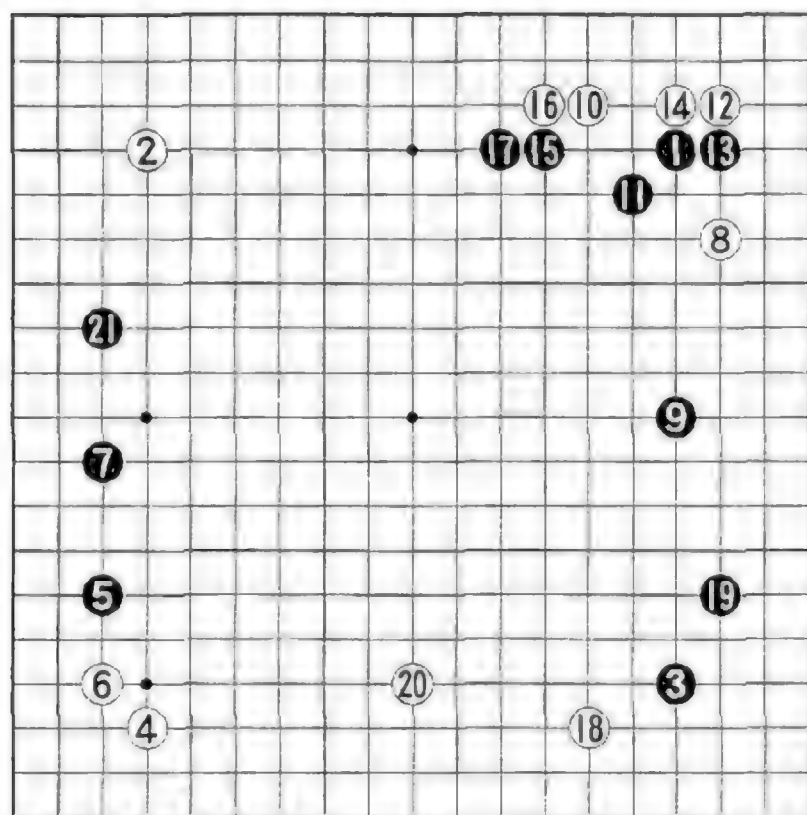


Figure 1 (1–21)

It is rare to see this kind of a position in a professional game. It reminds one of a handicap game. Indeed, the joseki from White 8 to Black 17 in the upper right corner is considered a handicap joseki, especially White 16. White must have something

up his sleeve to let Black get such a thick position on the outside with 17. There are a lot of ways to continue from here, but White 22 in Figure 2 is an interesting move. Black must be careful and not answer carelessly, because White has laid a trap for him. How should Black respond?

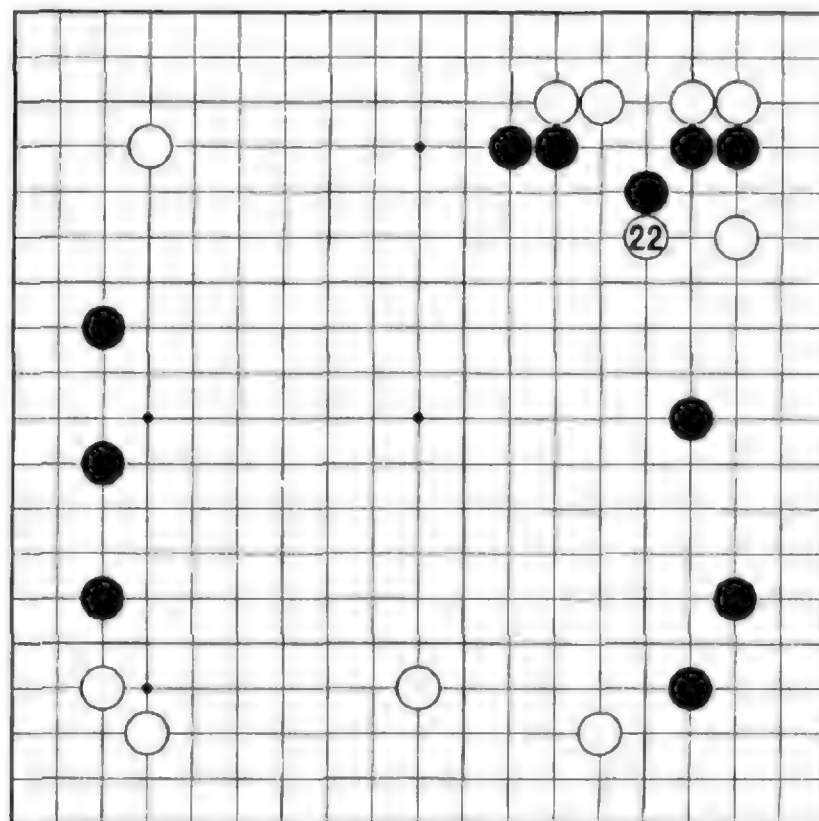


Figure 2 (22)

Continued on page 42



## New Books from Kiseido

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by Richard Bozulich

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- when it is advantageous to confine your opponent's stones or when it is better to gouge out their eye space;
- how to execute leaning attacks, that is, attacking stones in one part of the board in order to build strength to capture or threaten stones somewhere else;
- splitting attacks, where stones are separated into two groups and both are put under siege;
- that the ultimate purpose of attacking is not to kill your opponent's stones, but to threaten them so as to secure territory or to build influence.

A thorough study of the problems in this book will develop your overall sense of go strategy, and, if you also combine it with a study of tesuji and life-and-death problems, your quest to become a dan-level player will be that much easier.

Now available. Suggested retail price: \$15 (¥1,800 in Japan). ISBN 4-906574-60-2

### *The Go Player's Almanac 2001*

Edited by Richard Bozulich

Nearly a decade has passed since the first edition of *The Go Player's Almanac* was published. During that time momentous events have occurred in the go world, in particular, the proliferation of international tournaments and the emergence of Korea, with Yi Ch'ang-ho leading the charge, as the pre-eminent go power on the planet. To cover these new developments, *The Go Player's Almanac* has been completely revised and expanded. Many additions have been made to the biographical section, tournament lists, and the glossary of go terms, making it the most comprehensive reference work on go ever written, containing everything you might want to know about the game. It is a book that belongs on every go player's bookshelf. Here are some of the topics you will find within its pages:

- Go's origins, its history and philosophy;
- a complete who's who of current and historical players in China, Japan, Korea, and Taiwan;
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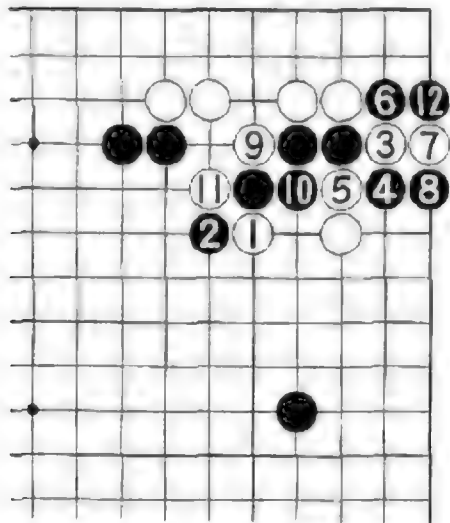
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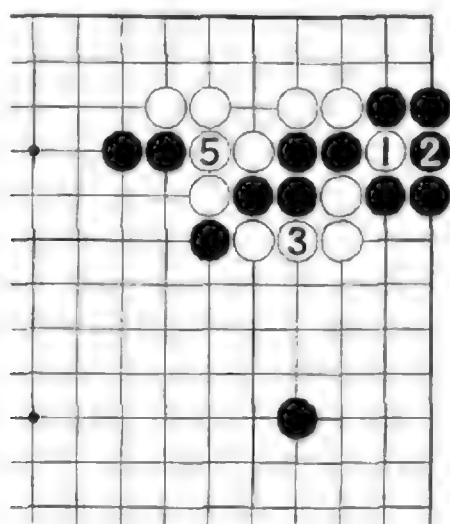
## Analysis

‘Play hane in response to an attachment!’ That’s a good proverb to remember, but sometimes it isn’t applicable. Black 2 in *Dia. 1* is exactly the move that White hopes Black will play. White hanes with 3 and cuts with 5, setting up the tomb-stone tesuji. After Black captures with 12 —



*Dia. 1*

White throws in at 1 in *Dia. 2*, then ataris with 3. Black must connect at 4 and White also connects with 5. The black stones can live, but only at the expense of having his sphere of influence on the right side demolished. Black has been tricked.

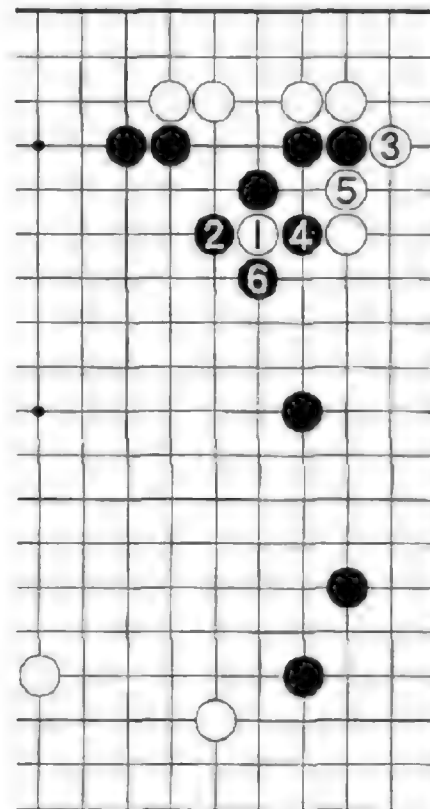


*Dia. 2*

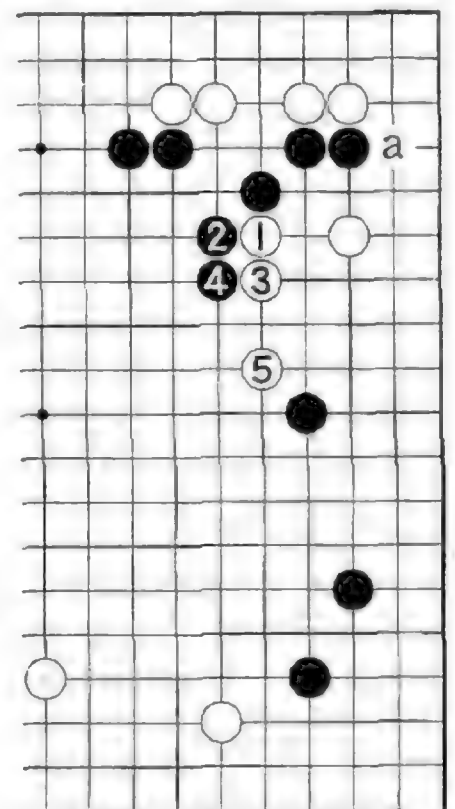
Black 4: at 1

White 1 and 3 in *Dia. 3* might be a good strategy in a handicap game, where the black player does not know how to utilize thickness, but they would be questionable in an even game. After capturing with 4 and 6, Black is thick on the outside, while White is confined to a low position on the third line.

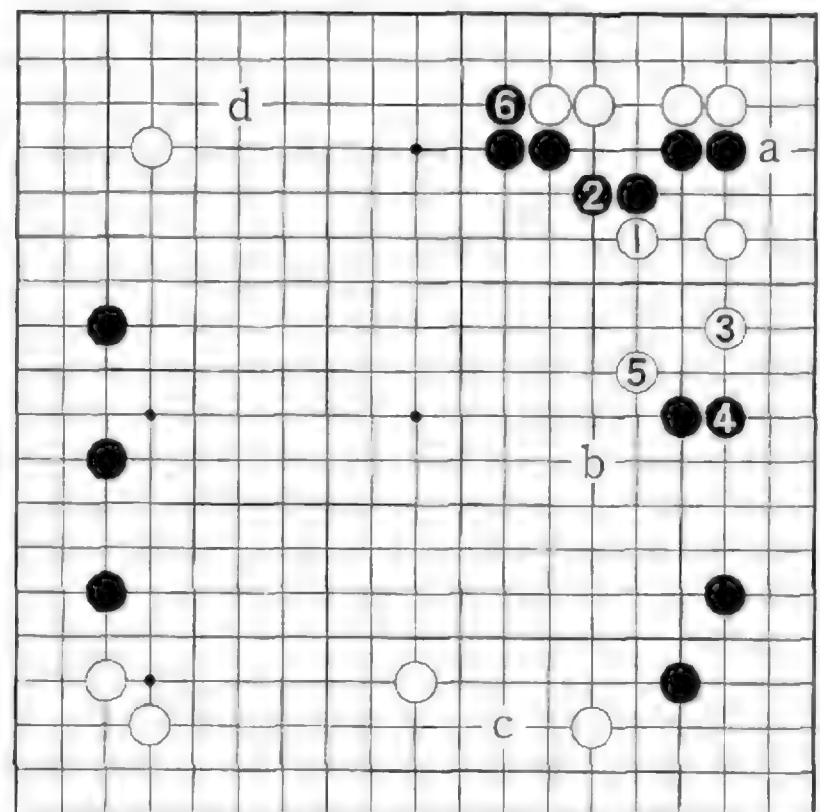
For that reason, White would want to extend to 3 in *Dia. 4*. If Black continues by pushing down with 4, White jumps to 5, breaking through Black’s sphere of influence. In the meantime, White has ‘a’ as *aji* for later.



*Dia. 3*



*Dia. 4*



*Dia. 5*

Simply extending to Black 2 in *Dia. 5* is the correct answer to White 1. White will probably answer with 3 and 5. As a result, Black’s *moyo* has been reduced by half. But as the proverb says, ‘Just because you have a *moyo*, doesn’t mean you can count it all as your territory.’

Anyway, Black has sente and turning at 6 is a thick move. This move in combination with Black ‘a’ means that White’s eye shape on the right side is thin. If Black ‘b’, the white stones on the upper right side will come under a severe attack. In addition to ‘b’, Black can invade at ‘c’, as well as play the big move at ‘d’. As you can see, Black has no lack of good moves.

From Gekkan Go Warudo, July 2001.



## Play Go Online Using *THE KISEIDO GO SERVER (KGS)*

The Kiseido Go Server (KGS), written and maintained by William Shubert in Portland, Oregon, is now up and running, and we at Kiseido would like to invite you to visit it, explore it, and perhaps play some games on it. Kiseido provides this server as a service to go players and playing on KGS is free of charge.

It can be accessed through Kiseido's home page at <http://www.kiseido.com>, or you can go to it directly at <http://kgs.kiseido.com>. There is no charge for playing games on this site, and this server works for Linux/Unix, Mac, and Windows.

The Kiseido Go Server has the following new features not found on any other go server.

- On the Kiseido Go Server, you can edit games online. This can be used in several ways. After finishing a game, one of the players can press the 'Edit Game' button and immediately start editing the game, trying out variations, etc. The two players can go over the game together. Or a strong player can use the editing system to play a game against a much weaker player, annotating the game as they go along, providing a lesson. Or you can simply build an SGF file online to show to other people.
- The Kiseido Go Server is multilingual. All messages that players type and send are done in Unicode, which means that people can converse in any language that they wish. The Kiseido Go Server itself has full support for internationalization. If the client doesn't support your own native language, then you can help make a translation.
- The Kiseido Go Server correctly supports many rule sets. The Kiseido Go Server is the only go server that truly supports Japanese scoring. Other servers will score eyes in a seki as points, which is not correct. In addition, the Kiseido Go Server will detect when a Japanese-rules game is caught in an infinite loop. It also supports Chinese rules, AGA (American) rules, and the New Zealand rule sets. Full information on the rule sets is in the Kiseido Go Server help files.
- The Kiseido Go Server supports several time systems. With the Kiseido Go Server you can play with no time limit, with an absolute time limit, or with various byo-yomi systems. Again, full information is in the Kiseido Go Server help files.
- The Kiseido Go Server also allows you to save and retrieve your games free of charge, enabling you to review and study them later.

We at Kiseido hope to make this server a place where go players of all ranks can enjoy playing go and to meet you on the Kiseido Go Server at:

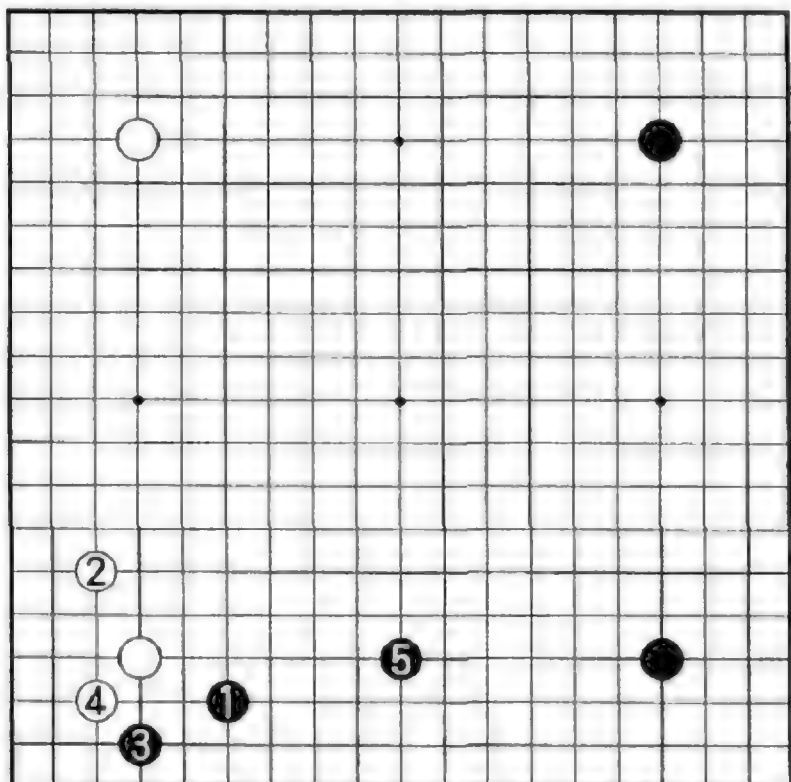
***<http://kgs.kiseido.com>***

If you have trouble downloading the client online, Kiseido can provide a CD ROM which will enable you to quickly install the client and JAVA system necessary to run it. Comes with instruction manual. Price: \$10; shipping and handling included.

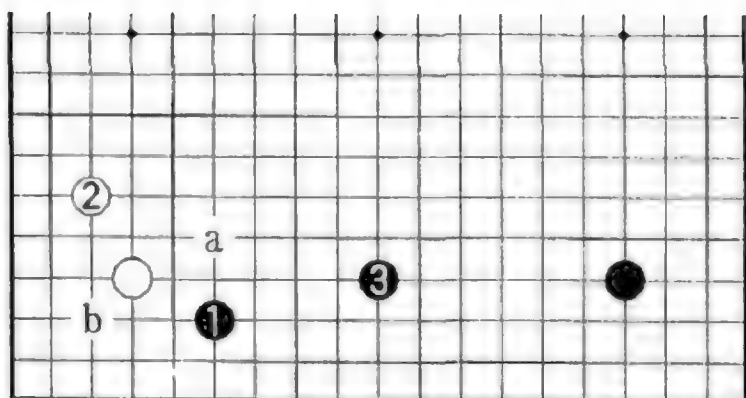
# Preserving Aji

By Yo Kagen

*Figure 1:* Many players don't realize it, but the combination of Black 1 and 5 is bad. In this article, we are going to investigate the reasons.



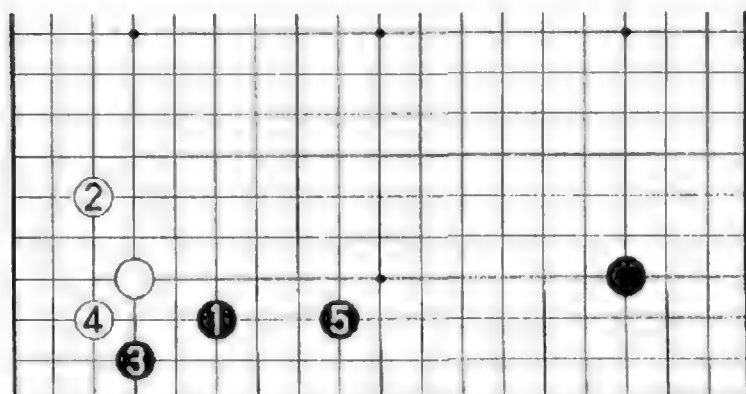
*Figure 1*



*Dia. 1: Joseki*

## Dia. 1 (Quiet moves)

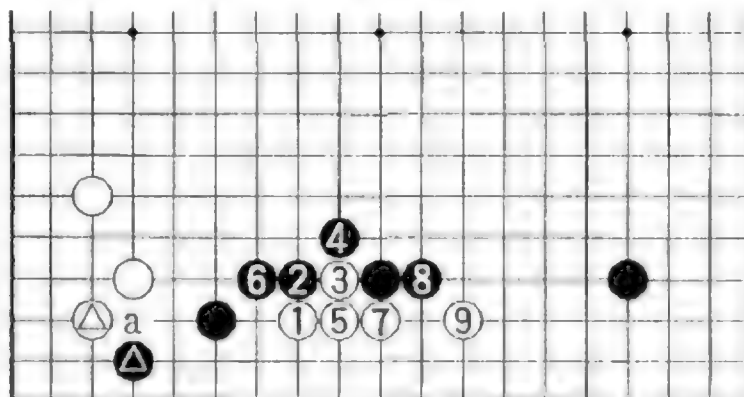
After White 2, Black 3 is a quiet move. In combination with the black stone on the 4-4 point in the lower right corner, it makes up a basic opening pattern. Next, depending on how the game develops, Black aims to jump to 'a' or to invade the corner at 'b'.



*Dia. 2: Joseki*

## Dia. 2 (The two-space extension)

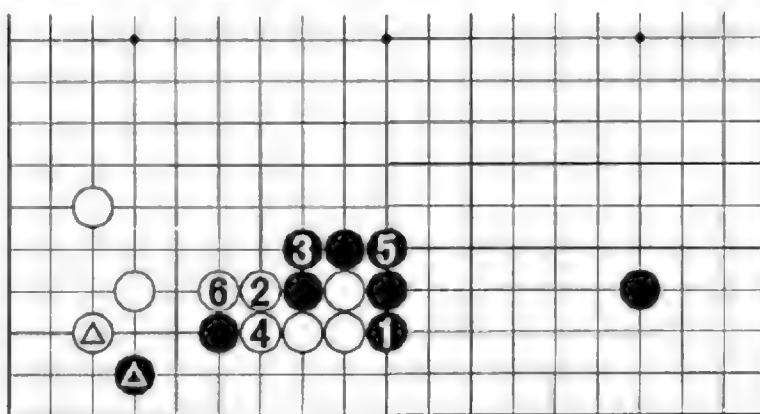
If Black wants to slide into the corner with 3, he must follow it up with a tight extension to 5. Both this diagram and *Dia. 1* are josekis.



*Dia. 3*

## Dia. 3 (Invasion)

If the black and white marked stones were exchanged as in *Figure 1*, the invasion of White 1 will be severe on Black. The sequence from Black 2 to White 9 is one of the patterns that can arise. However, the exchange of the marked stones means that Black cannot invade the corner at the 3-3 point or attach at 'a'.



*Dia. 4*

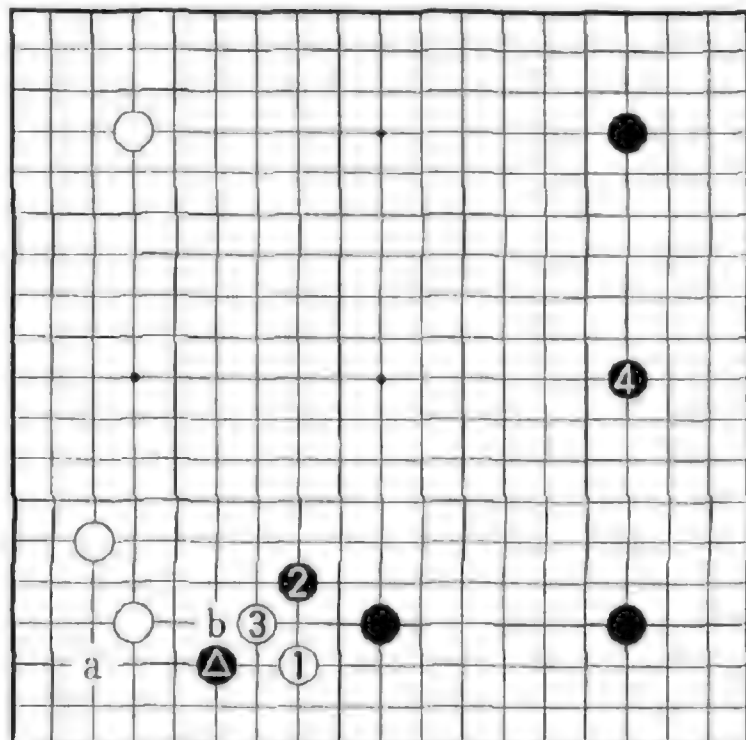
## Dia. 4 (White has good aji)

In response to White 5 in *Dia. 3*, Black can block at 1. The sequence continues to White 6, and because of the exchange of the marked black and white stones, White has no bad aji that Black can exploit.

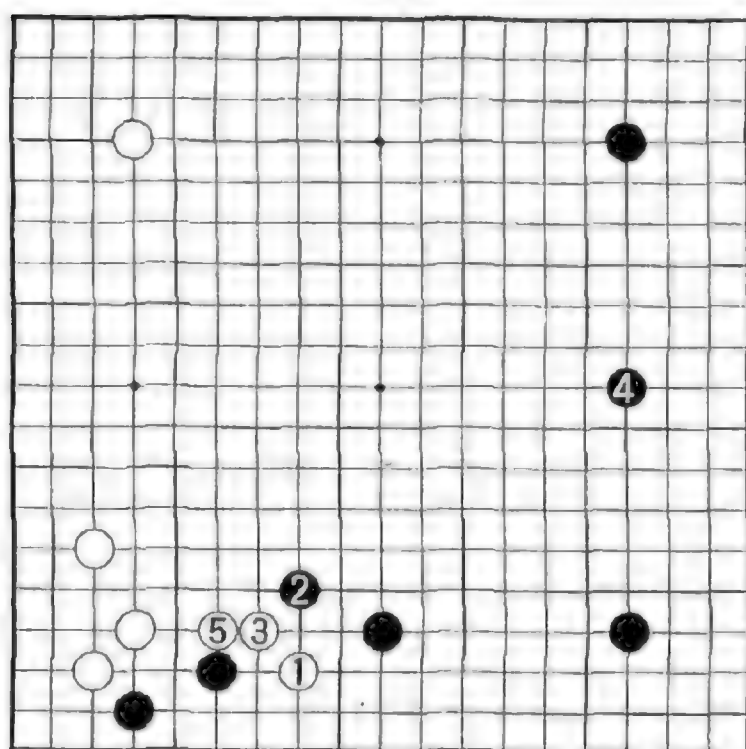
## Dia. 5 (A light move)

If Black has not made the exchange in *Figure 1* — that is, he plays as in *Dia. 1* — he can play lightly at 2. Next, Black will take a big strategic point on the right side with 4. Any time Black wants, he can invade the corner at 'a' and give up the marked stone in exchange for the corner. That is, if White responds to Black 4 with 'b', White will play 'a'.





Dia. 5



Dia. 6

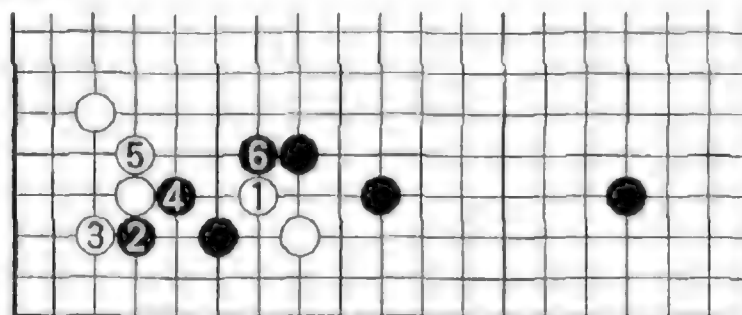
**Dia. 6 (White is satisfied.)**

What is the situation when White has made the 3-4 exchange in *Figure 1*? After Black 4, White will play 5 and the territory in the lower left corner

becomes his territory. There is a big difference between this diagram and *Dia. 5*.

**Dia. 7 (The attachment)**

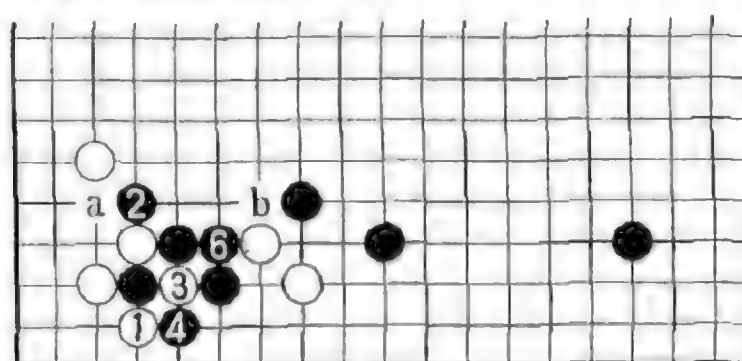
After White 1, Black has another option: he can attach at 2 and follow up with 4. If White falls back with 5, Black can swallow up the two white stones with 6.



Dia. 7

**Dia. 8 (White has been tricked.)**

Instead of 5 in *Dia. 7*, White might resist with 1 in this diagram. After Black 6, the points 'a' and 'b' are miai. It is not an exaggeration to say that White has been tricked.



Dia. 8 White 5: connects

In conclusion, if Black is going to exchange 3 for White 4 in *Figure 1*, he must extend tightly to 5 in *Dia. 2*. On the other hand, if he wants to build a moyo, he must play the quiet move of Black 3 in *Dia. 1*.

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Kiseido hopes to make this server a place where go players of all ranks can enjoy playing go. A number of strong players are often online and they are happy to play instructional games with kyu-players and comment on their moves after the game using the special KGS editing feature.

# The 25th Kisei Title Match, Game Six

O Rissei is at the top of the Japanese go world. Not only did he defend his Oza title against Cho Chikun at the end of last year, but he also started out the year by defending the Kisei title as well. He then went on to take the Judan title from Kobayashi Koichi in April by a score of 3–2. With three of the top titles under his belt he can claim to be the current number-one go player in Japan. His only failure was losing the Chunlan Cup to Yu Ch'ang-hyeok in June by a score of 2–1.

O's challenger in the Kisei title match was Cho Sonjin. Since winning the Honinbo title from Cho Chikun two years ago, Sonjin has been having moderate success in a number of tournaments. Most notably he reached the final of the Samsung Cup in 1999 (losing to Yi Ch'ang-ho 0–3) and came out on top in the Kisei leagues to become the challenger. Besides the Honinbo title (which he lost to O Meien the following year) he has not won any other major title. However, being only 30 years old he is certainly a player to be watched.

The clash between these two produced some interesting games. They are both strong fighters, but they don't fight to crush their opponent; rather, they fight to secure more territory than their opponent. This game is a good example.

**White:** Cho Sonjin 9-dan

**Black:** O Rissei Kisei

Komi 5½ points; time: 8 hours each

Played on March 7 & 8, 2001

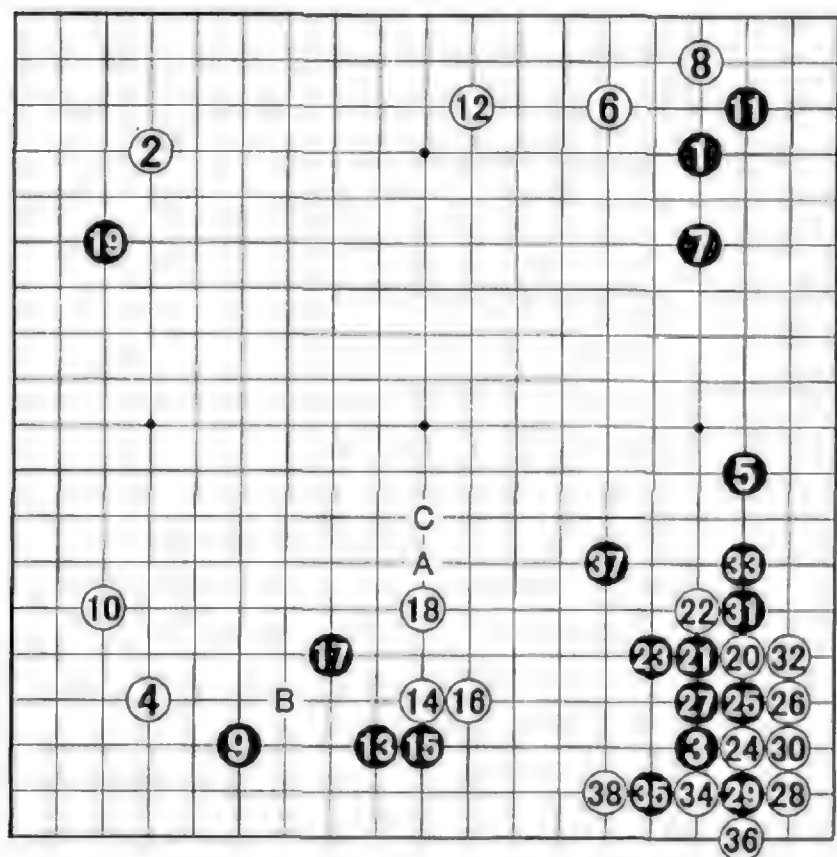
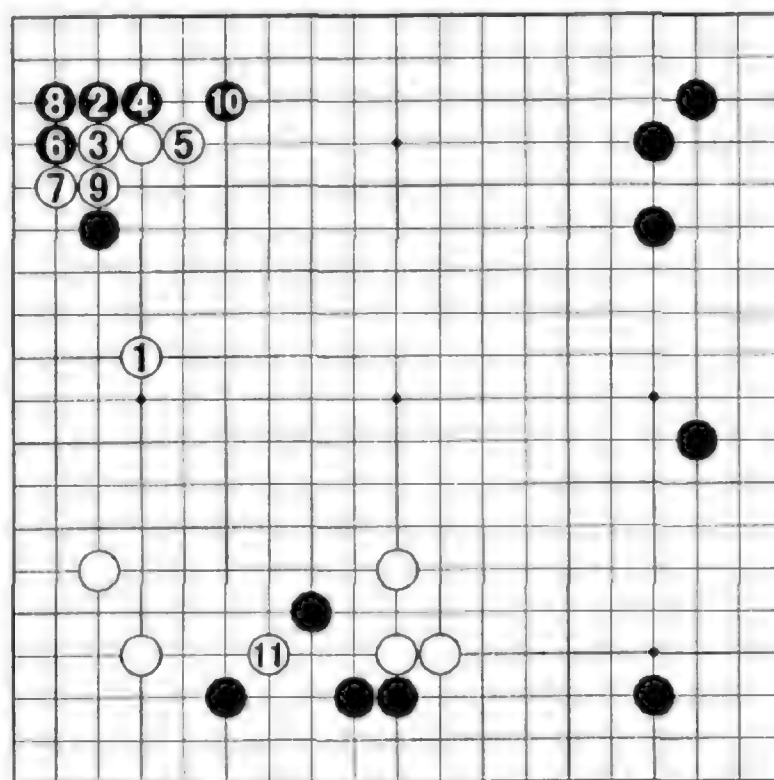


Figure 1 (1–38)

**Figure 1 (1–38). White goes for territory.**

O played the Chinese opening with Black 1 to 5. However, the tight extension to Black 13 on the third line was unusual. Without a moment's delay, White played the shoulder hit of 14. A high extension to Black 14 is usually played in this position. In that case, White would have switched to the lower right corner with an approach move.

White jumps tightly to 18 to build strength. Jumping to White A with 18 is the usual move, but 18 aims to attack at White B.



Dia. 1

Instead of 20, White could pincer at 1 in *Dia. 1*. If Black invades the corner with 2, White plays the sequence to 9, then attacks with 11. According to Mimura Tomoyasu 9-dan, this is a resolute way of playing.

Black answers White 20 with 21 and 23. This is a natural way to play, since it keeps the white stones on the left separated from the white ones on the right.

White attaches at 24 and quickly lives in the corner. This is an unusual way of playing. Black gets thick on the outside and the three white stones at the bottom suddenly become thin.

White 38 is also tight and clearly shows Cho is intent on playing a territorial game. The aim of this move is to link up with the three white stones on the left. But wouldn't it be more natural for White to jump to C?

**Figure 2 (39–59). A peculiar move**

Black makes a second approach in the upper



left corner with 39. White responds with the attach-and-block joseki. This is consistent with White's territorial strategy.

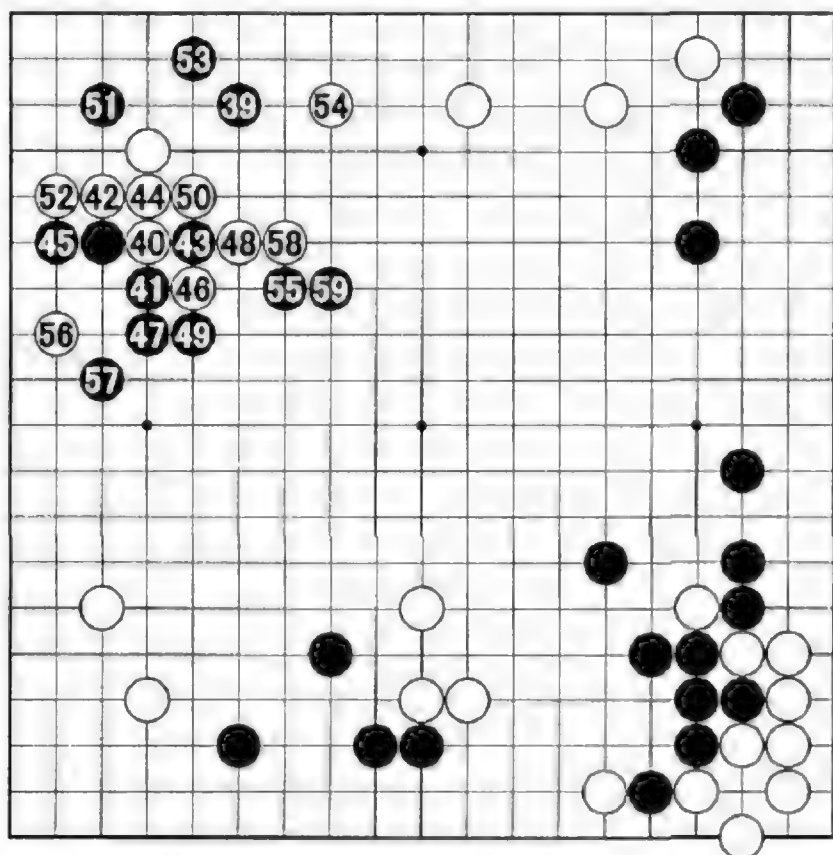


Figure 2 (39-59)

From the invasion of 51 and 53 to 55, Black is busily switching from the corner to the center. After 59, Black has made good shape in the center. However, White has made a checking extension to 54 and followed it up with 58, so the black stones in the corner are a bit thin and seem vulnerable.

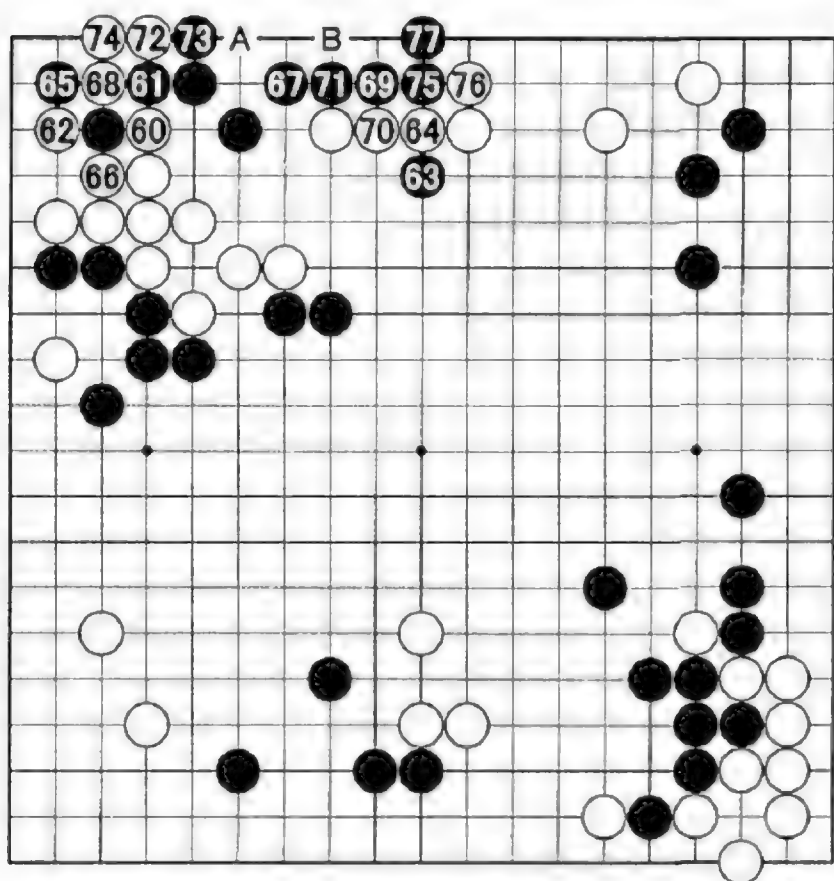
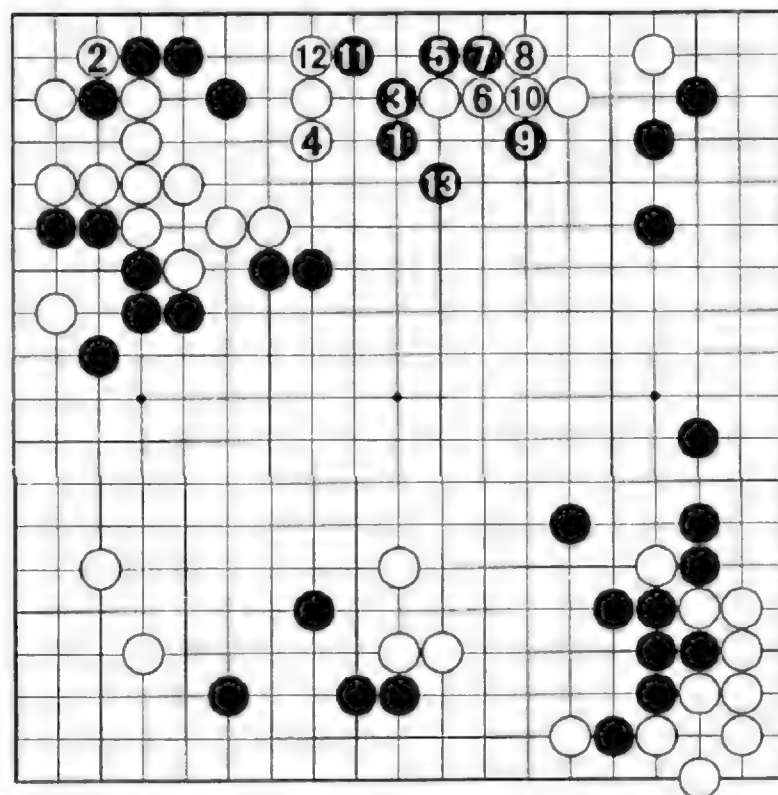


Figure 3 (60-77)

**Figure 3 (60-77). Black's stones live.**

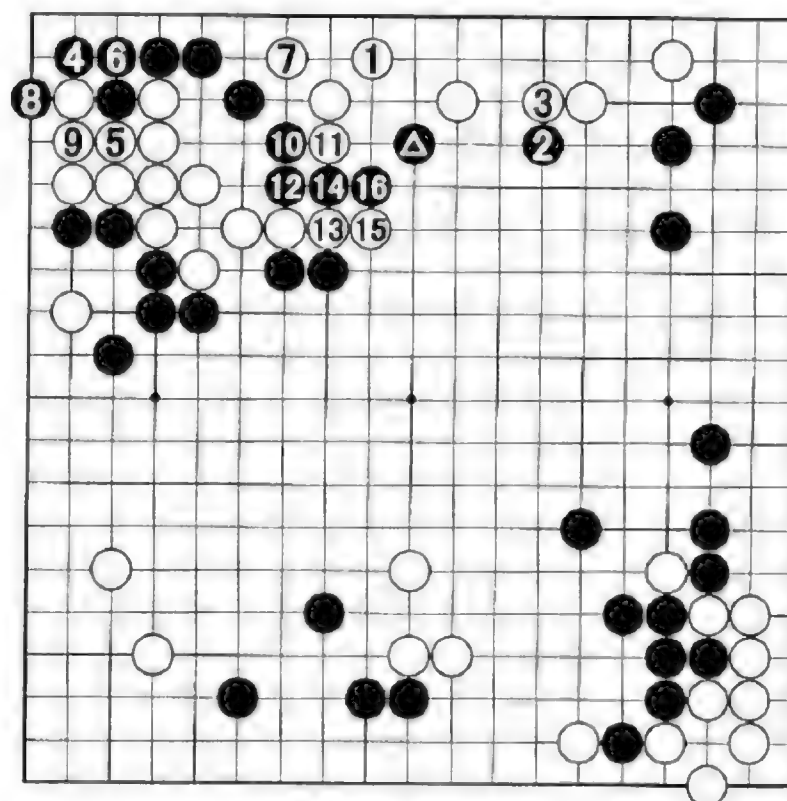
White violently attacks with 60 and 62. Black can't connect at 68 with 63 because White will play 67 and Black's stones will be in danger of dying. Black must play 67 if he is going to live but simply making two eyes is submissive.

Black 63 was hard to understand. The pros in the pressroom became very excited. 'Does Black intend to sacrifice the stones in the corner or does he intend to live?'



Dia. 2

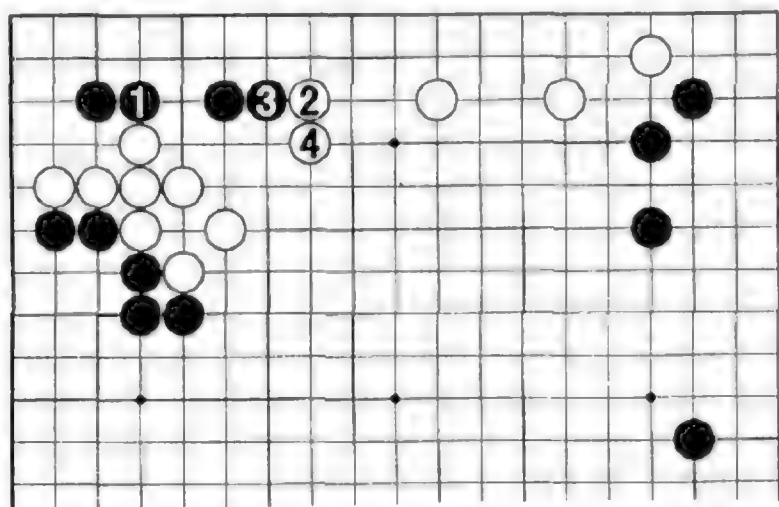
If White answers with 2 in *Dia. 2*, taking the corner territory, Black will tear through White's position at the top with 3. If White stands at 4, Black will continue with the sequence to 13. White's stones at the top right have been badly mauled and don't have two eyes. In addition, Black's stones dominate the center.



Dia. 3

Black's biggest worry is White 1 in *Dia. 3*. However, after exchanging 2 for White 3, O read out the sequence to 16. Black doesn't have eyes so he has to break out into the center. White can't block at 14 because he will lose the capturing race, so he must give way and let Black out with the sequence to 16. Black is safe because he links up to the marked stone, the one he played at 63 in the figure.

Black's aim when he played 63 was to peep at 69. If Black plays 69 at 71, he can live after the sequence White 69-Black A-White 72-Black B. However, living with the sequence to 77 in the game is more effective.



Dia. 4

According to O, Black 53 in Figure 2 left bad aji in the corner. Black 1 in Dia. 4 was the way he should have settled his stones there. After White 4, Black still has sente.

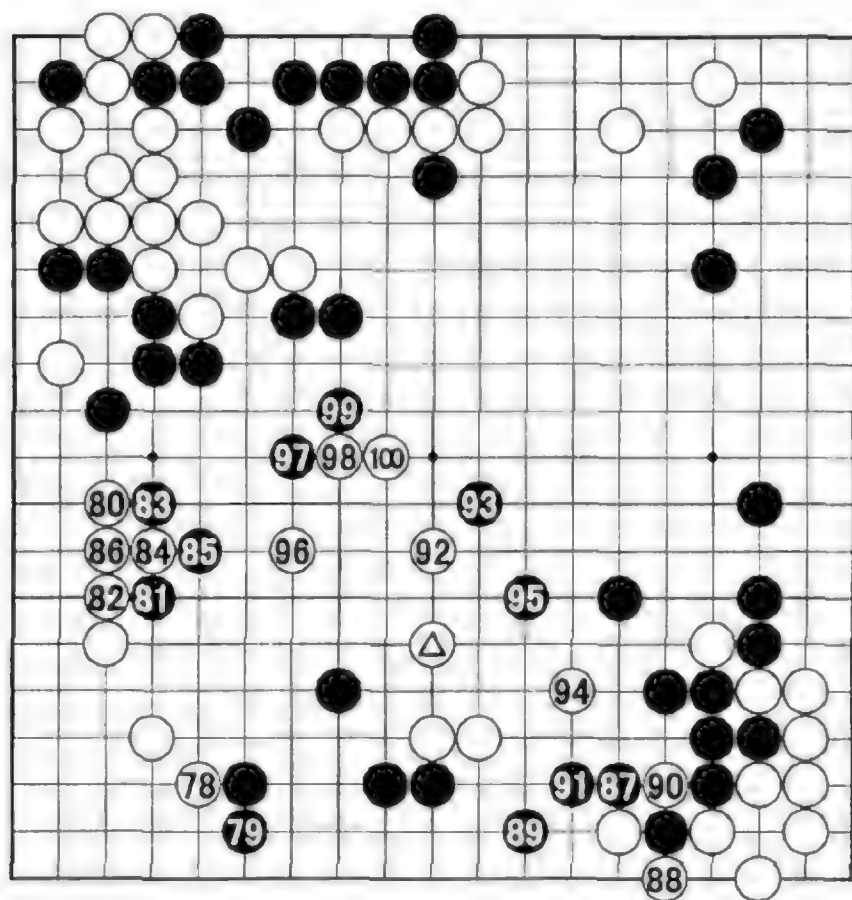
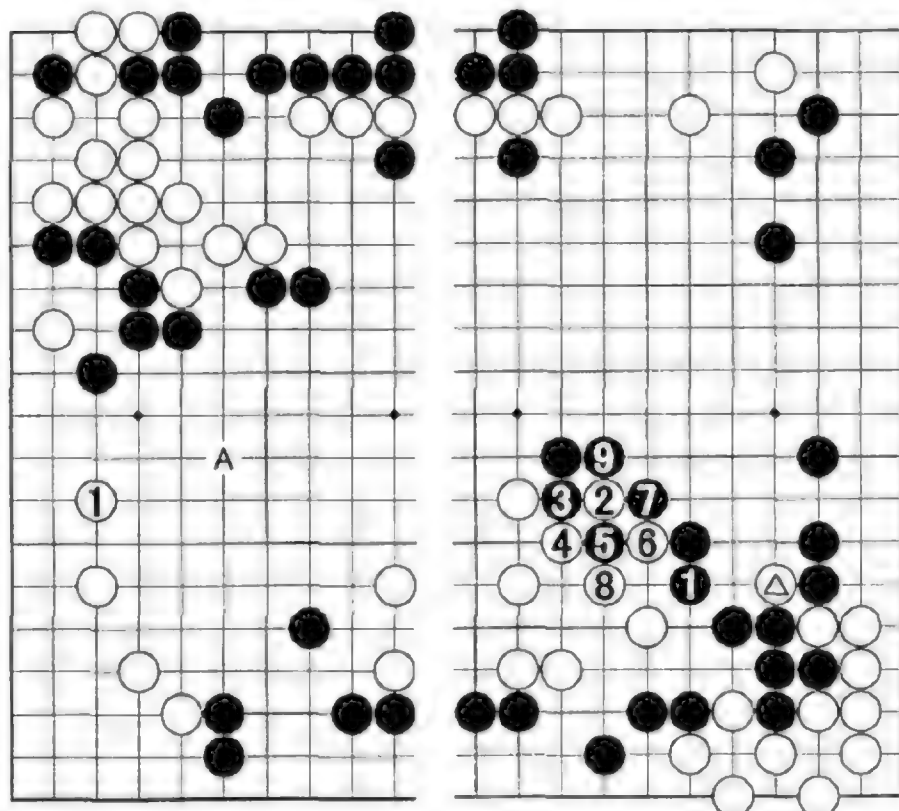


Figure 4 (78-100)

#### Figure 4 (78-100). Exploiting the aji

White 78 seems to abandon the aim of White A in Figure 1. This is inconsistent with the tight jump of the marked white stone. However, this move and White 80 are the biggest on the board. Still, there is a problem with White 80. It lets Black play the sente moves of 81 to 85, enabling him to create a bridge from his stones in the upper left to the ones at the bottom.

O thought it was best for White to simply extend to 1 in Dia. 5. That way the black stones in the upper left remain isolated and White can look for a chance to attack with A.



Dia. 5

Dia. 6

Black 87 prevents the white stones in the center from linking up with the ones in the corner. The white stones in the center are now the focal point of the game. Therefore, White must jump to 92.

White presses with 93, beginning the process of building up a moyo on the right.

White 94 exploits the aji of the single stone to the right, but Black ignores it and blocks White's access to the right side with 95.

However, Black 95 was a questionable move. If Black had played at 1 in Dia. 6, he would have prevented White from entering the right side while eliminating the bad aji of the marked stone at the same time. Black may be anxious about White 2, but Black 3 to 9 block White from breaking through. Black 95 was the source of a big problem later in the game.

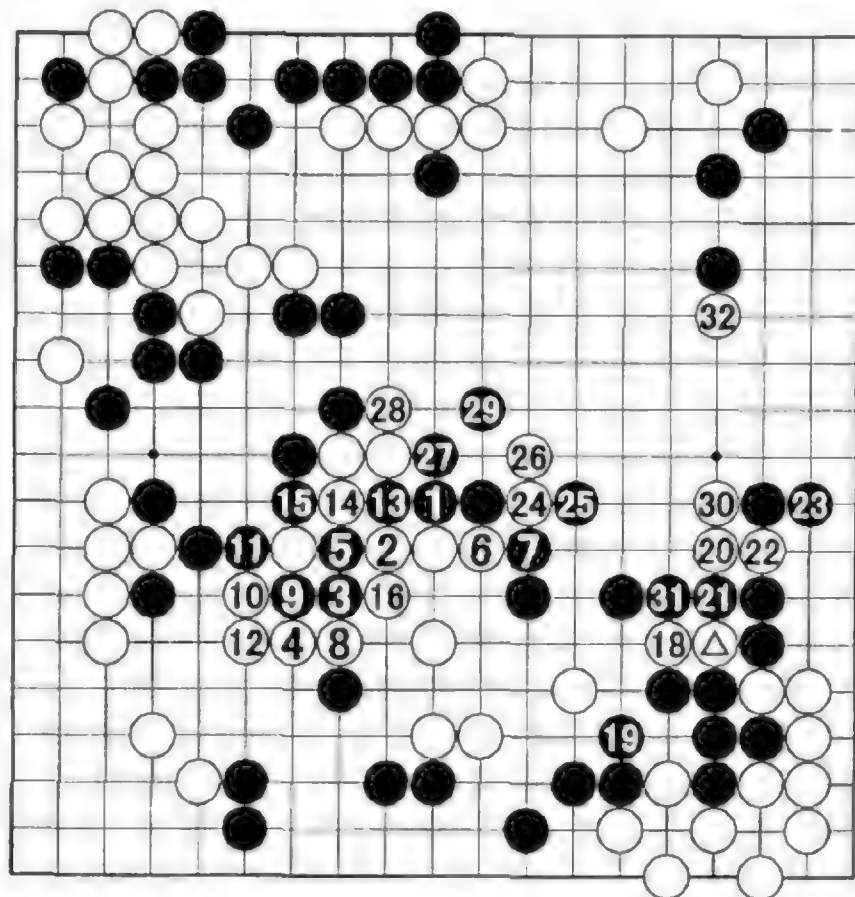


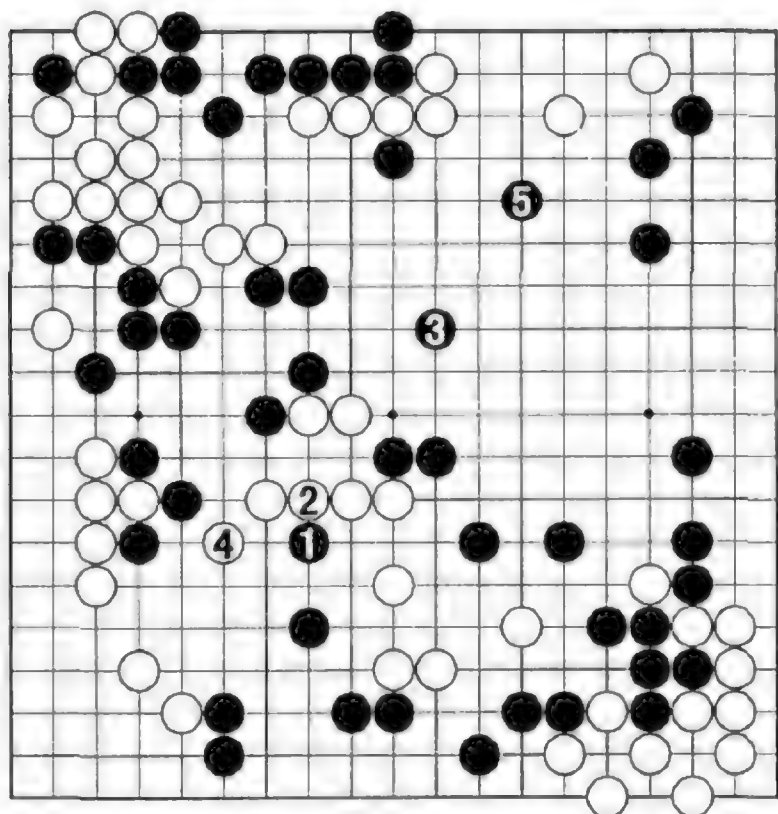
Figure 5 (101-132) 17: connects



**Figure 5 (101–132). Failure and counterattack**

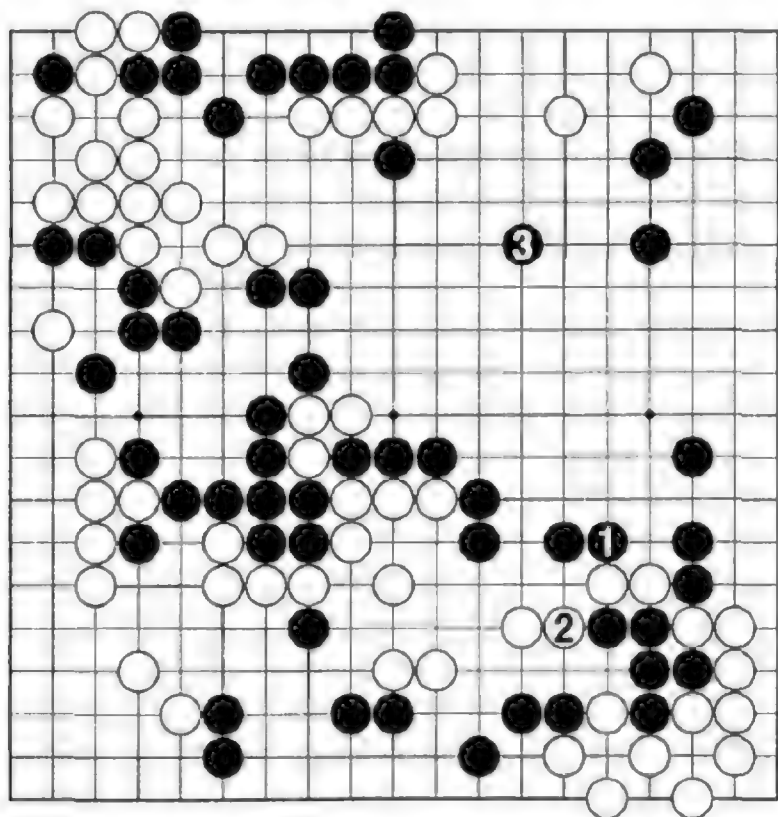
Against the peep of Black 3, White counterpeeps with 4. What about this move?

Ishida Yoshio said: 'White 4 has a bad feel to it. Simply connecting at 2 in *Dia. 7* is best.' Black jumps to 3 and White will save his stones by playing 4. However, the moyo on the right side becomes big after Black 4. Whether or not this is good for White is hard to tell.



*Dia. 7*

At first glance it might seem as if White has suffered a loss when his three stones in the center were cut off, but this is not necessarily the case. White has come out of this sequence with sente, so he can now switch to the right and play the long-awaited move at 18. The game has become interesting.

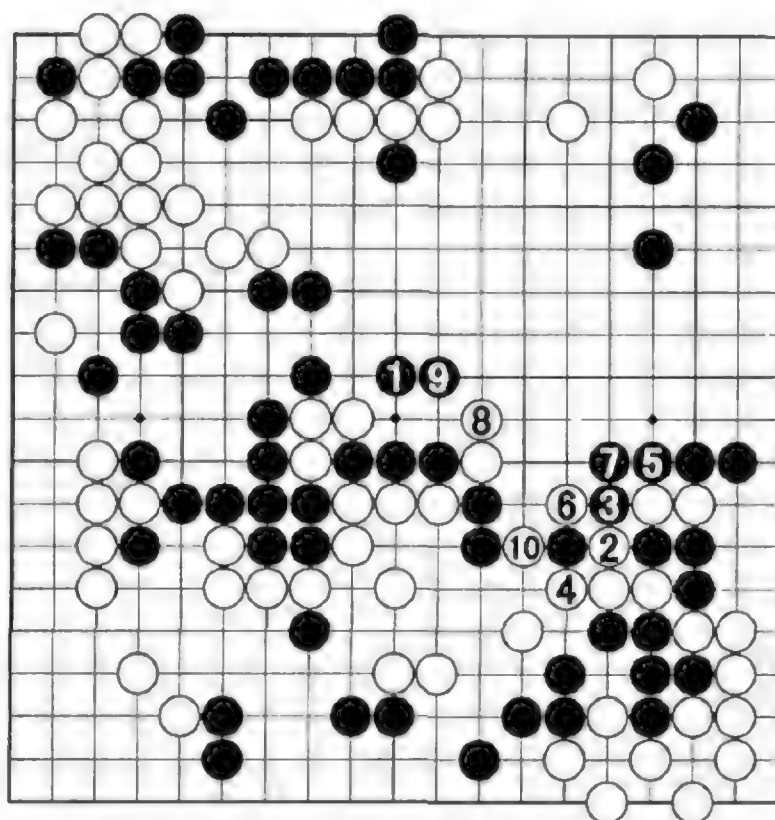


*Dia. 8*

It is only natural for Black to defend his stones with 19, but the real aim of White 18 was the peep of 20. Ishida said, 'It seems as if O did not see this move.' After this, White demolishes the black moyo on the right side.

Instead of 19, Black could have played at 1 in *Dia. 8*. After White captures five stones, Black can play 3 and his game is promising. If O had been aware of the severity of the peep at 20, he probably would not have played 19.

A worried O spent 37 minutes on Black 21. Black has no stronger response. This was the beginning of a fierce battle in which each side gave no quarter.



*Dia. 9*

After Black 23, White cut at 24. According to Ishida, Black 25 was a courageous atari. O spent 43 minutes on this move. Black had to be careful. If he had simply defended by jumping to 1 in *Dia. 9*, White would have taken the lead after capturing with 10.

White attaches at 32. The sound of the stones hitting the board was getting stronger. White is making great efforts to kill the black stones.

**Figure 6 (133–167). The losing move**

White 38 was expected, but White 44 was a beautiful move. Cho is trying to land a knockout punch. It seems to be an extremely violent move, but actually that is not the case. If Black 45 is played at 59, White will catch the black stones in a ladder with the sequence White A–Black 60–White B. So Black patiently plays 45.

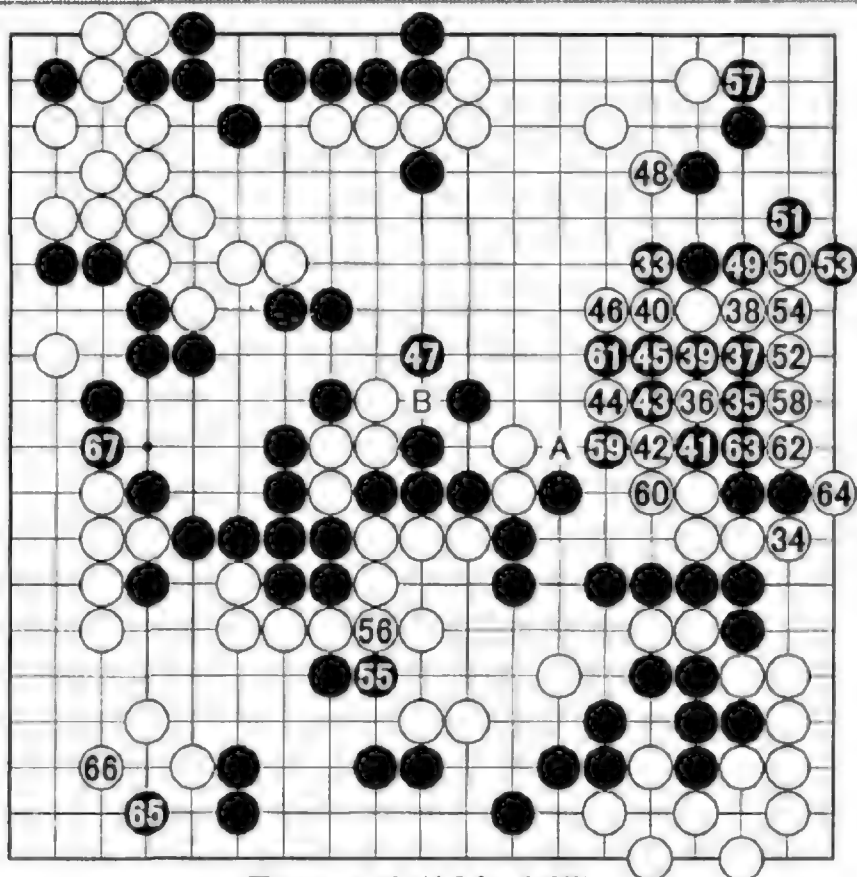
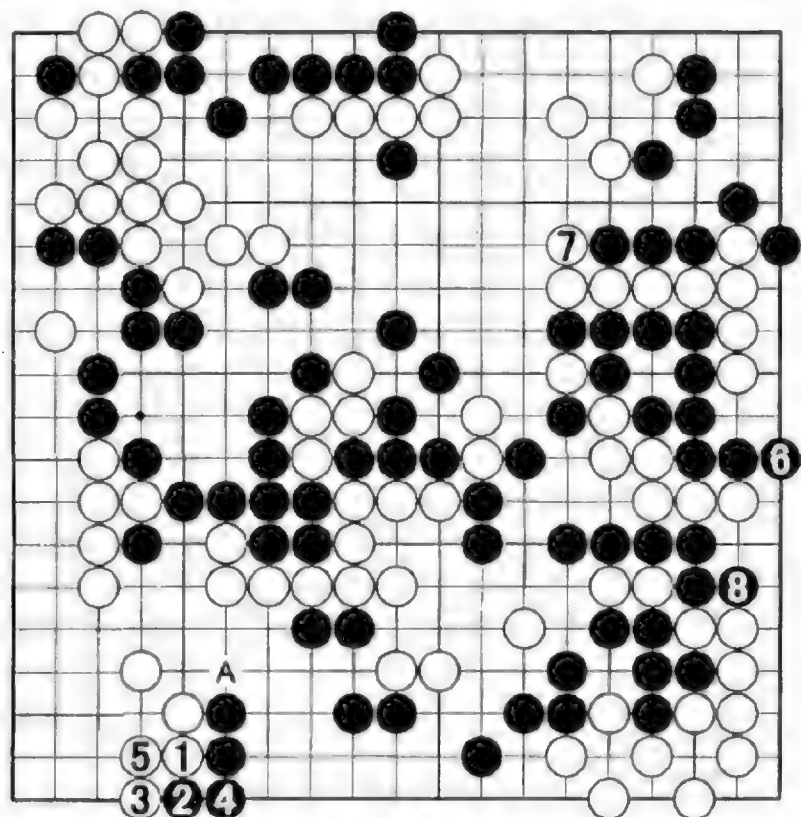


Figure 6 (133-167)

Taking the corner with Black 57 was cool-headed. O is accumulating profit.

White linked up along the right side with the sequence from 58 to 64. This was big, but doing so cost him the game. Black now gets a big endgame point with 65, then takes another with 67.



Dia. 10

Instead of 62, White should have played the sequence from 1 to 5 in *Dia. 10*. According to O, it is unclear who is ahead after Black 8, and the game will probably be decided by half a point. The move at White A is big and sente as well.

#### Figure 7 (168-200). White's last chance

White cut with 70 and 72, then, after Black connected at 73, White took the ko. Ishida said that maybe Cho should have played White 74 at 75. When Black connects at 75, the ko has lost its value for White.

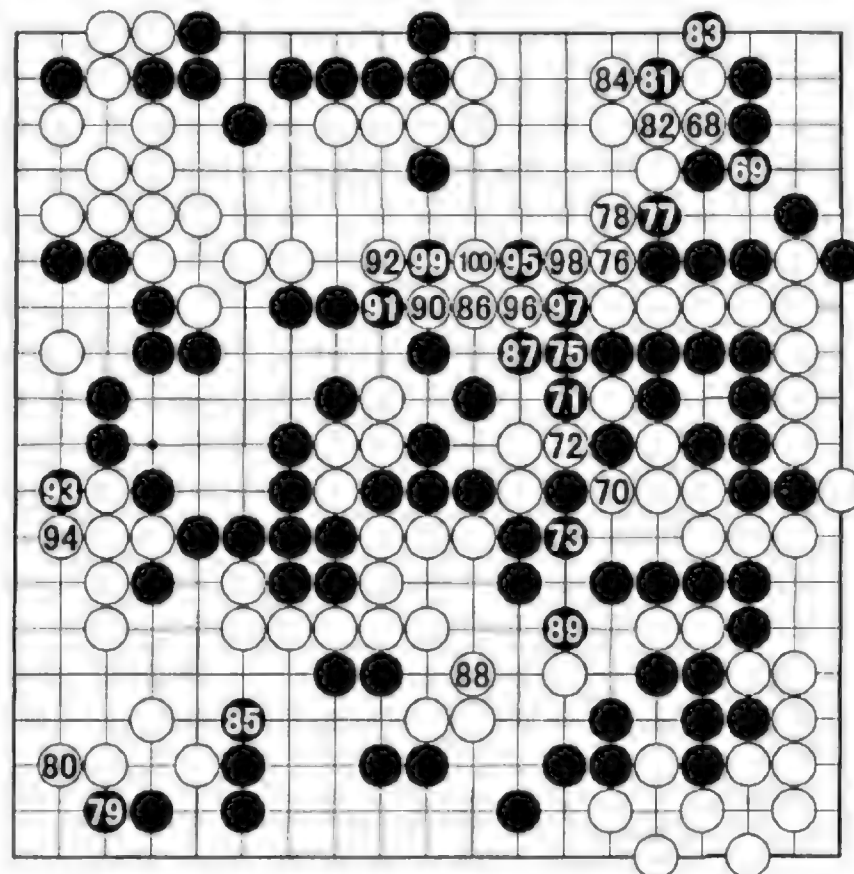


Figure 7 (168-200)

74: takes ko (right of 71)

#### Figure 8 (201-281). Black wins by 5½ points

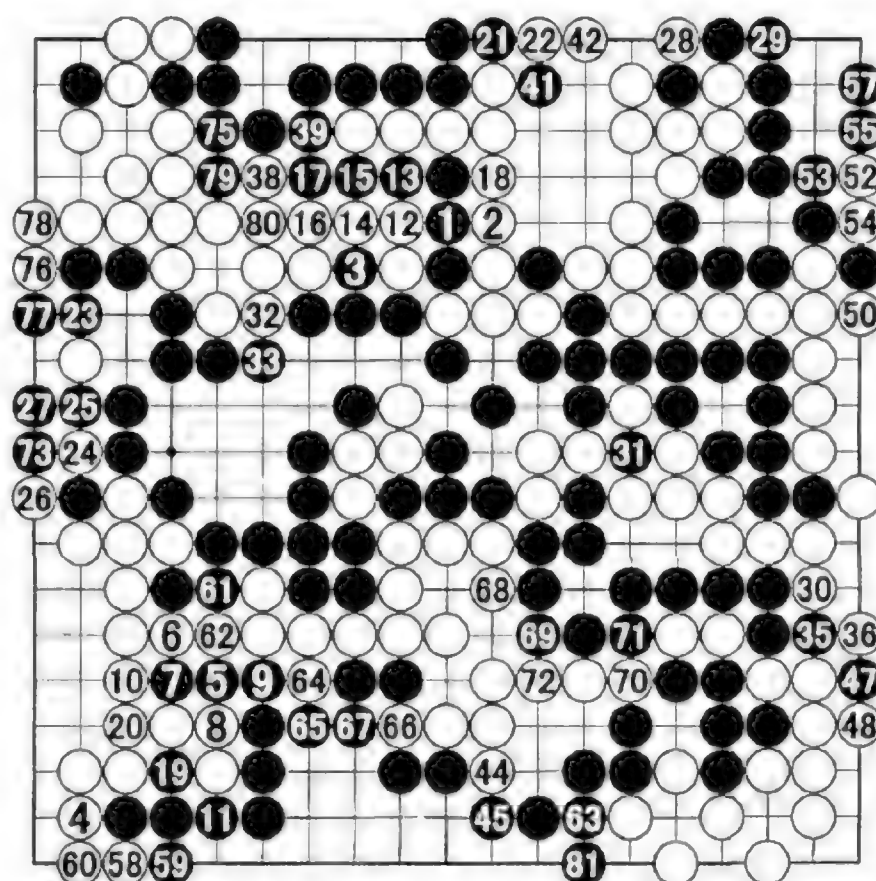


Figure 8 (201-281)

31, 37, 43, 49: takes ko (right of 72);

34, 140, 46: takes ko (right of 71);

51: connects (above 31);

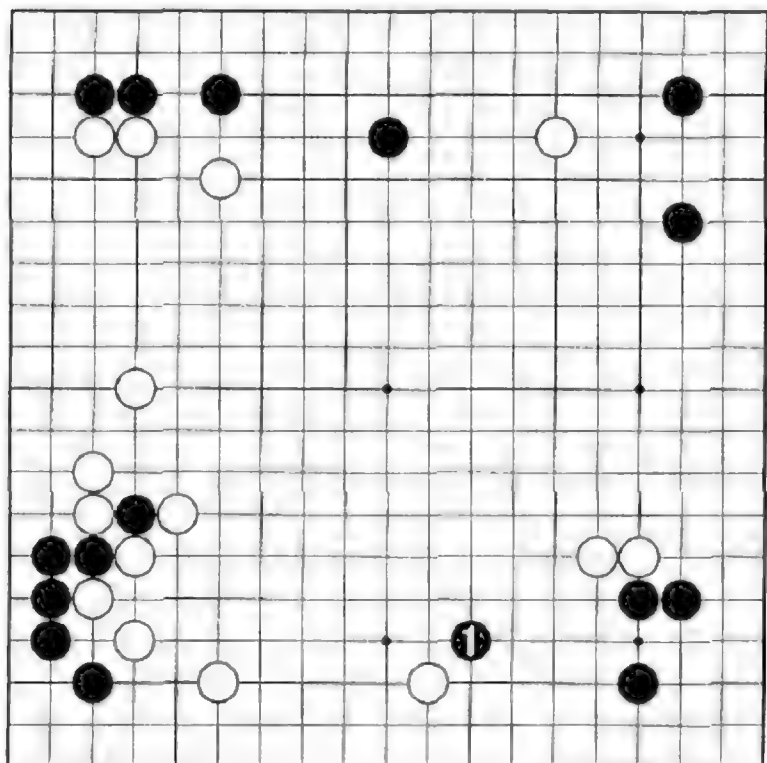
56: connects (below 54); 74: right of 26

From *Go Weekly*, March 19, 2001 with reference to comments by O Rissei.



# Four Opening Problems: Answers

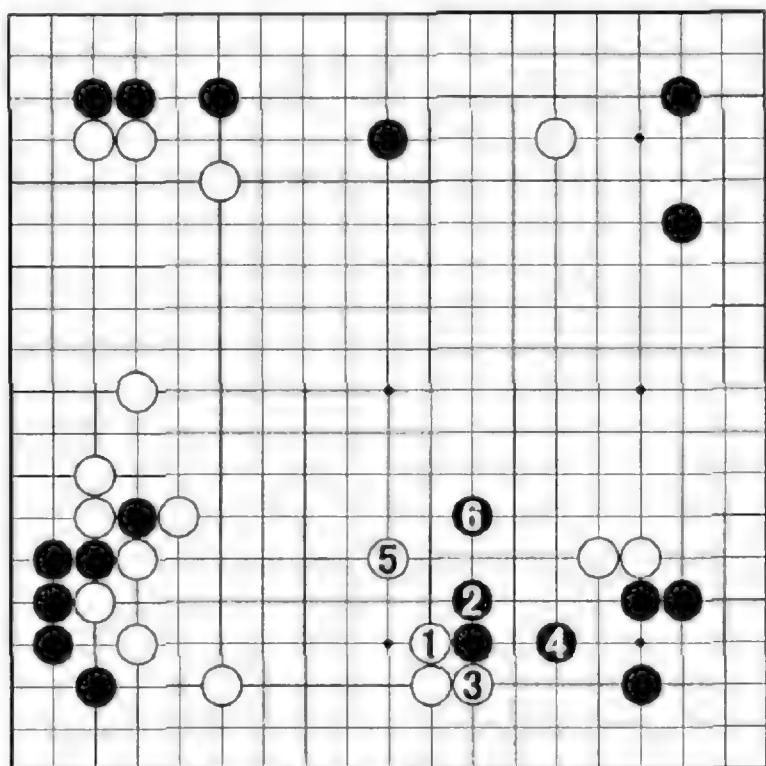
## Problem 1



*Dia. 1: Correct Answer*

### Dia. 1: Correct Answer

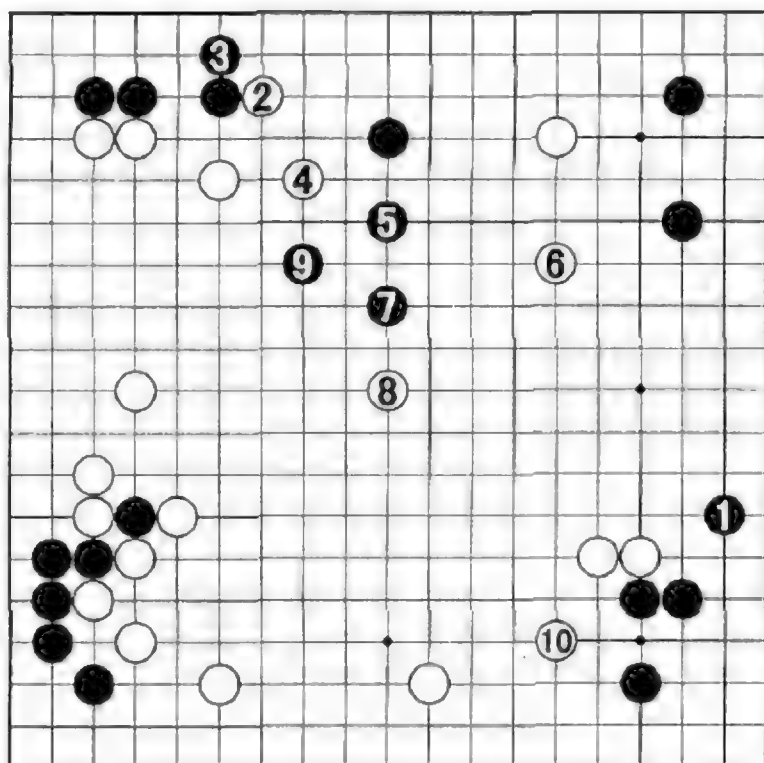
The shoulder hit of Black 1 is the vital point. This move not only limits the extent that White can expand his moyo into the center, it also isolates the two white stones on the lower right. Next —



*Dia. 2: Continuation*

### Dia. 2: Continuation

White secures the territory at the bottom and builds up his moyo with the sequence to 5. However, Black has smartly moved out into the center with 4 and 6, leaving the two white stones in the lower right insecure. In addition, the white stone in the upper right is without a base. White must now scramble to settle these two groups.

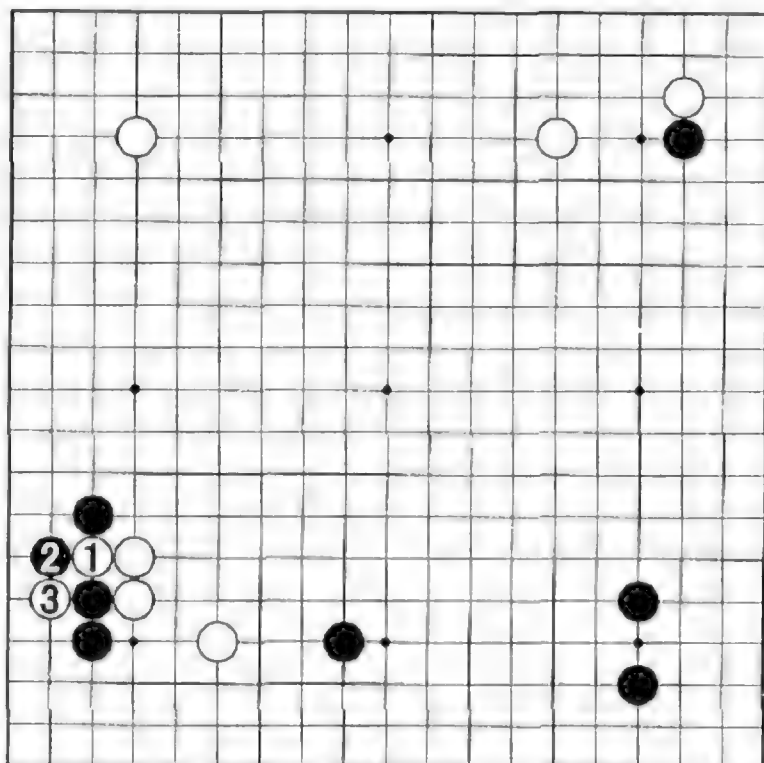


*Dia. 3: Failure*

### Dia. 3: Failure

Locally, Black 1 is big, but to play a low move like this in the opening when the stones in the lower right are in no danger demonstrates a negative attitude. White goes on the attack with the sequence to 8, then closes off a huge moyo with 10. The four black stones at the top still need eyes, but, as Black struggles to secure them, White will turn his moyo into impregnable territory.

## Problem 2

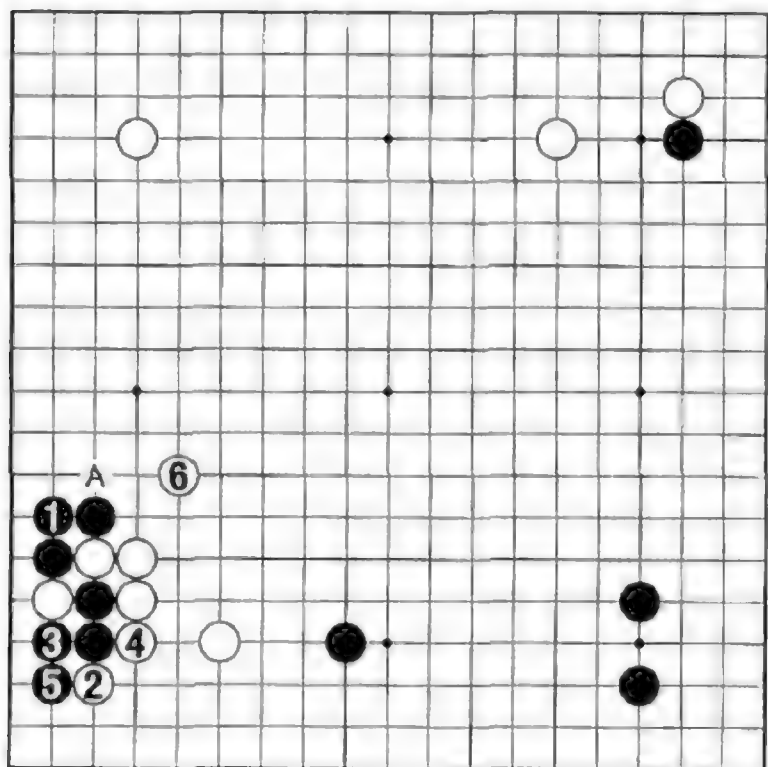


*Dia. 1: Correct Answer*

### Dia. 1: Correct Answer

Cutting through with 1 and 3 is the tesuji. No matter on which side Black defends, White will be able to make good shape. Next —

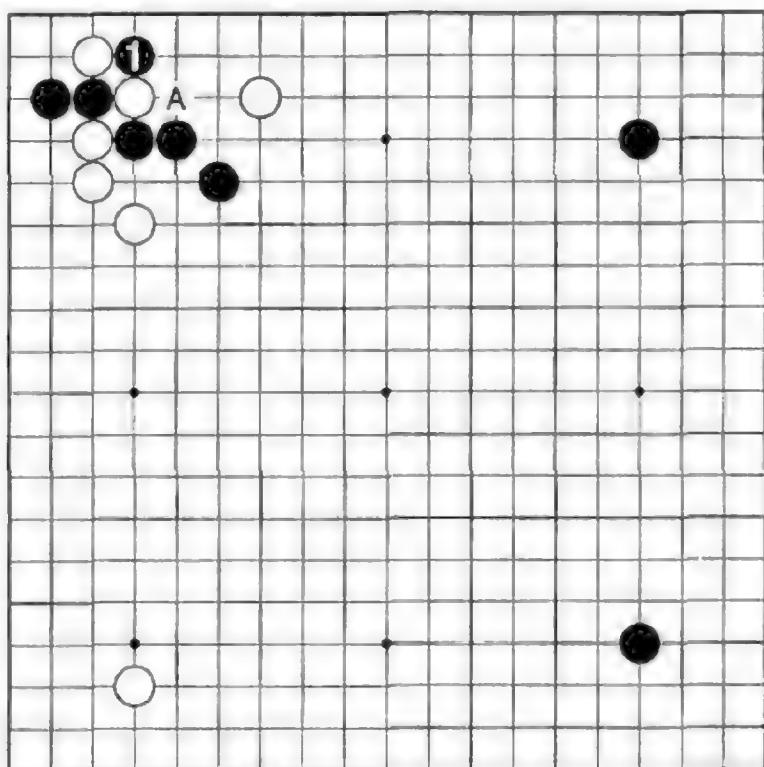
Problem 3



*Dia. 2: Continuation*

**Dia. 2: Continuation**

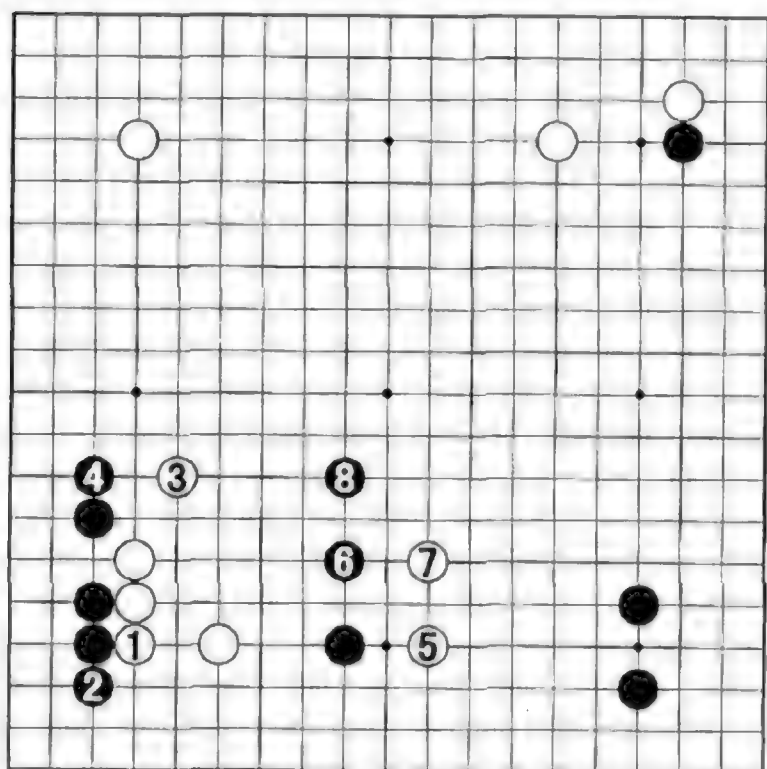
If Black connects with 1, the attachment of White 2 is the tesuji that utilizes the aji of the cutting stone. After Black 5, White makes a thick shape by jumping to 6. If Black ataris the cutting stone by playing 1 at 3, White will atari at 1, then capture a black stone in a ladder by playing at A.



*Dia. 1: Correct Answer*

**Dia. 1: Correct Answer**

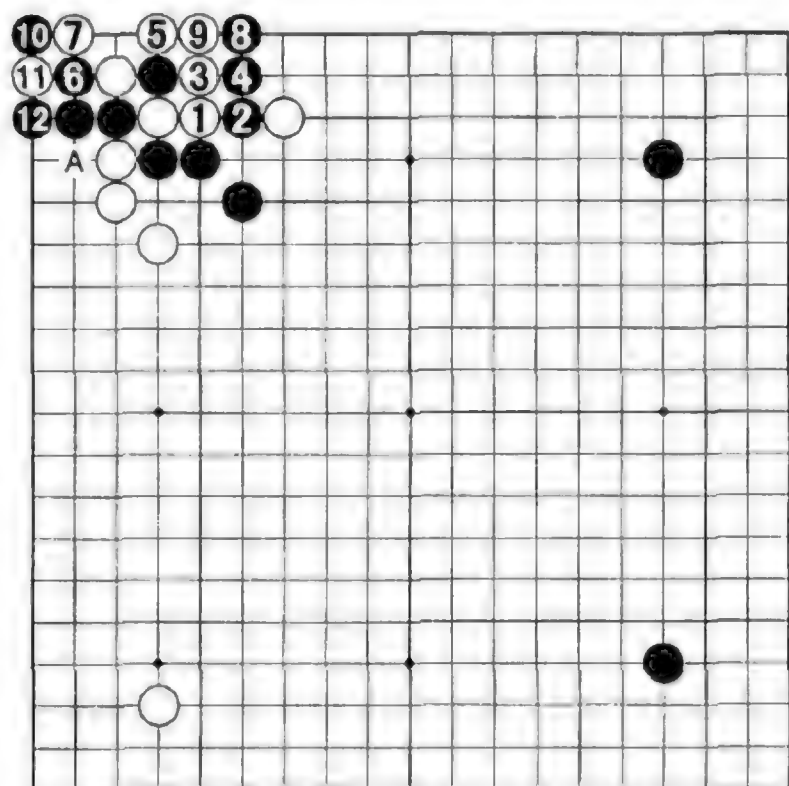
Cutting with Black 1 is the first move. If Black 1 at A, White will answer with 1 and the two black stones in the corner will be lost without any compensating aji. Next —



*Dia. 3: Failure*

**Dia. 3: Failure**

White 1 is a crude move. Black will descend to 2, hardening his corner and making it more difficult for White to secure eyes at the bottom. After White exchanges 3 for Black 4, White would like to invade with 5. However, White is left with weak stones on the left and the right after Black 8.

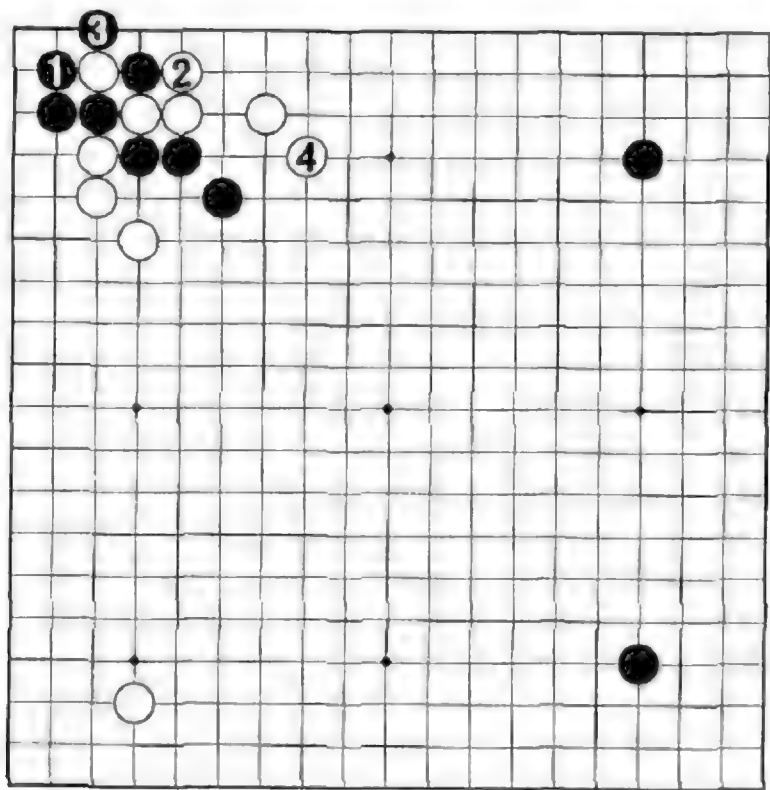


*Dia. 2: Continuation*

**Dia. 2: Continuation**

Black squeezes with 2 and 4, then turns with 6. White 7 is mandatory. Black continues by exchanging 8 for White 9, then sets up a ko with 10 and 12. If White A, Black takes the ko and he has the advantage, since he takes the ko first and White has no ko threats.

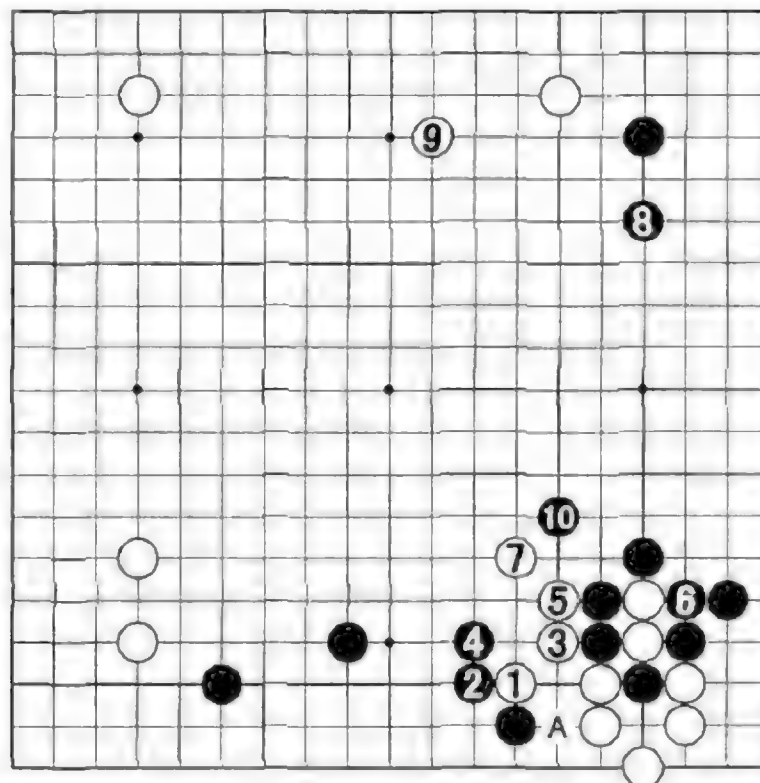




*Dia. 3: Failure*

**Dia. 3: Failure**

Black can easily live in the corner by capturing with 1 and 3. However, after White 4, the three black stones are floating in the center. If Black tries to run away with these stones, White will attack them and make territory either on the left side or at the top, depending on which way Black escapes.

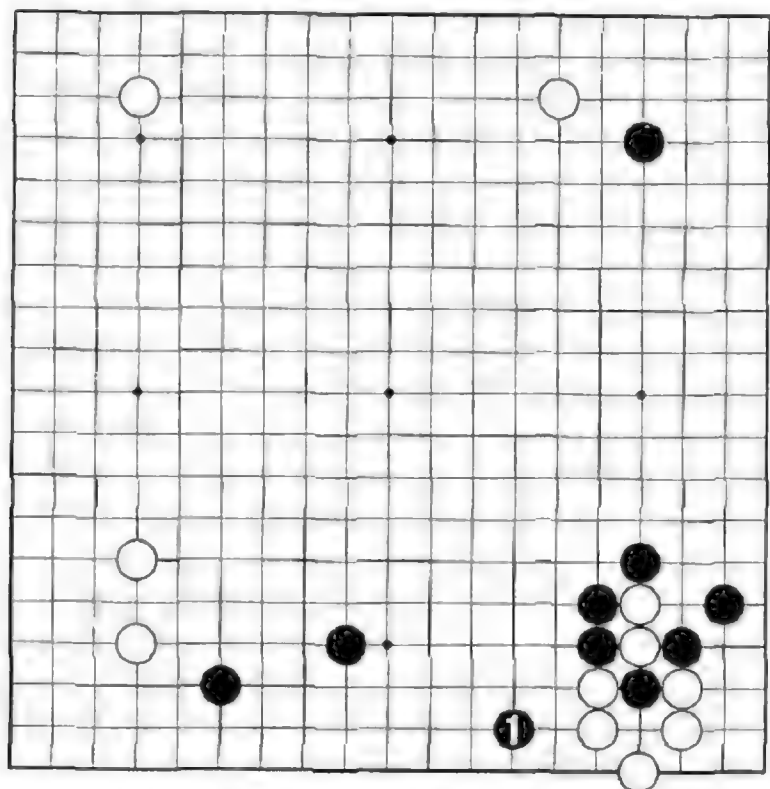


*Dia. 2: Continuation*

**Dia. 2: Continuation**

White's stones do not have eyes, so he has to break out into the center with 3 to 7. However, Black secures the bottom with 2 and 4, then captures two stones with 6. White must escape with 7, so Black can exchange 8 for White 9, then continue the attack with 10, building a moyo on the right side. Of course, White could easily make eyes for his group by playing 5 at A, but Black would then play at 5 and his outside wall would give him a huge advantage.

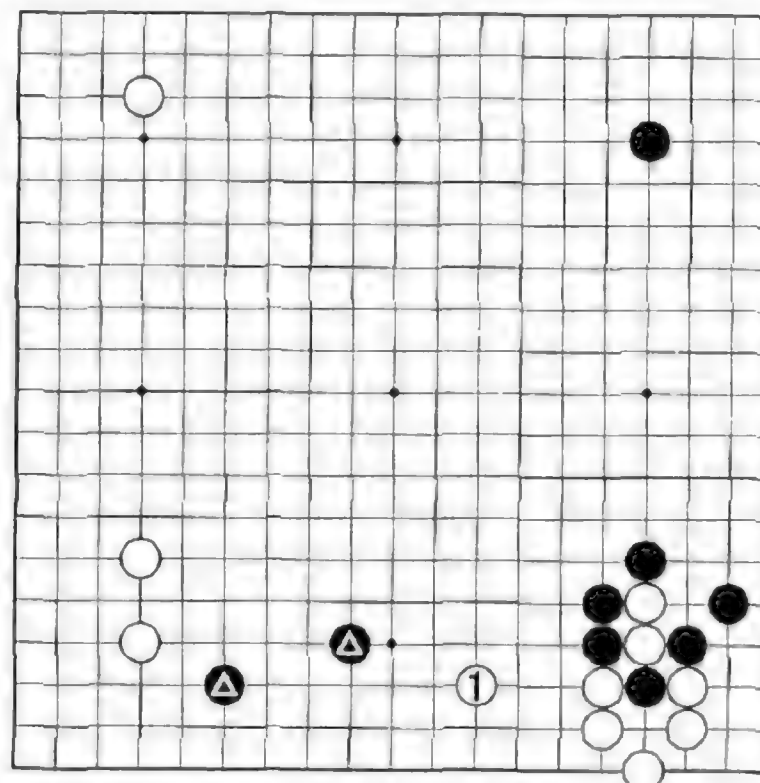
**Problem 4**



*Dia. 1: Correct Answer*

**Dia. 1: Correct Answer**

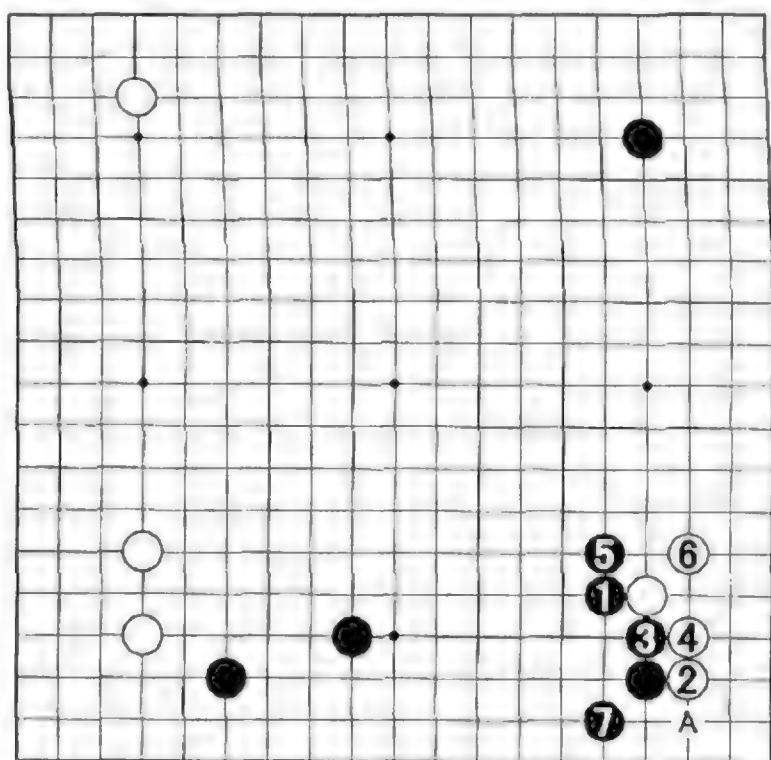
White has prematurely abandoned his stones in the lower right, leaving them without a base. Therefore, Black should immediately attack with 1. Next —



*Dia. 3: Correct for White*

**Dia. 3: Correct for White**

Instead of the approach move at 14 in the problem diagram, the correct way for White to play is to finish the joseki by extending to 1. White's stones are now secure, but the two marked black ones do not yet have roots.



Dia. 4: How Black should have played.

**Dia. 4: How Black should have played.**

Following the joseki by answering White 2 in the problem diagram with 3 was bad. Instead, Black should have played 3 and 5 here, then defended against the cut between 1 and 3 with 7. This way Black would have built a moyo at the bottom. Next, Black A is a strong attack against the white stones in the lower right corner.

## The Cover: An Actor Playing Go

Fan print by Toyokuni, published by Ibya Sensaburo ca. 1810s. Subtitled Go, from the set *Yakusha Gei Zukushi* (Artistic Accomplishments of Actors).

The famous actor Matsumoto Koshiro V is shown here at the go board wearing an informal summer kimono with a pattern of ginkgo leaves in reverse on a lavender ground. The inscription,

signed Tokutei Sanko, compares those who raptly watch this actor in the theater to the woodcutter watching the two immortals at go. It adds, 'He is such a strong player that nobody in all of Edo would protest if he called himself Kibi Daijin.' However the kyoka poem ending the inscription has satirical overtones.

### The 26th Kisei A League

| Player/Opponent    | C.S. | R.S. | C.U. | M.G. | M.T. | Y.T. | won/lost |
|--------------------|------|------|------|------|------|------|----------|
| 1. Cho Sonjin      | ---  | 0    | 0    | .    | .    | .    | 0-2      |
| 2. Ryu Shikun      | 1    | ---  | .    | .    | .    | .    | 1-1      |
| 3. Cho U           | 1    | .    | ---  | .    | .    | 0    | 1-1      |
| 4. Miyazawa Goro   | .    | .    | .    | ---  | 1    | 1    | 2-0      |
| 5. Mimura Tomoyasu | .    | 1    | .    | 0    | ---  | .    | 1-1      |
| 6. Yamada Takuji   | .    | .    | 1    | 0    | .    | ---  | 1-1      |

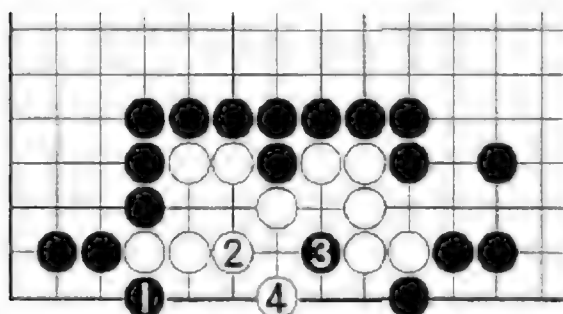
### The 26th Kisei B League

| Player/Opponent       | A.S. | I.Y. | C.C. | I.A. | H.N. | M.T. | won/lost |
|-----------------------|------|------|------|------|------|------|----------|
| 1. Awaji Shuzo        | ---  | .    | .    | .    | 0    | 0    | 0-2      |
| 2. Ishida Yoshio      | .    | ---  | .    | 1    | .    | 1    | 2-0      |
| 3. Cho Chikun         | .    | .    | ---  | 1    | 1    | .    | 2-0      |
| 4. Ishida Atsushi     | .    | 0    | 0    | ---  | .    | .    | 0-2      |
| 5. Hane Naoki         | 1    | .    | 0    | .    | ---  | .    | 1-1      |
| 6. Mizokami Tomochika | 1    | 0    | .    | .    | .    | ---  | 1-1      |



# The World of Cho U (Answers)

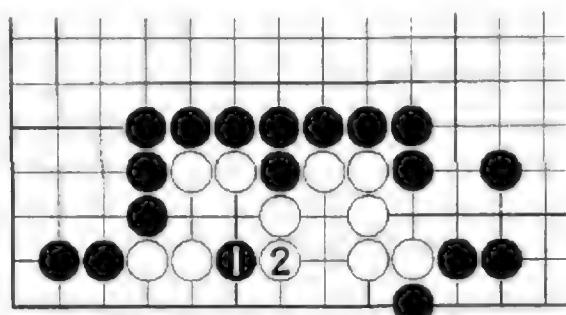
## Problem One



Dia. 1

### Dia. 1 (Failure 1)

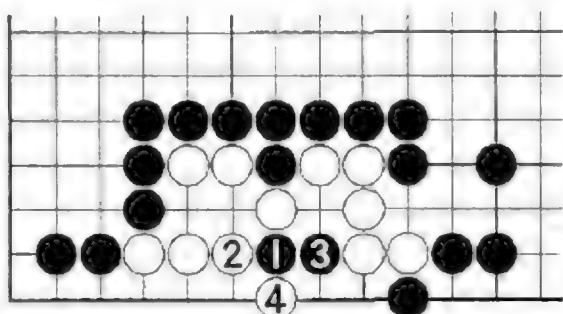
The hane of Black 1 is the kind of move you would expect to be the correct answer in a position like this. However, it fails after White 2 and 4.



Dia. 2

### Dia. 2 (Failure 2)

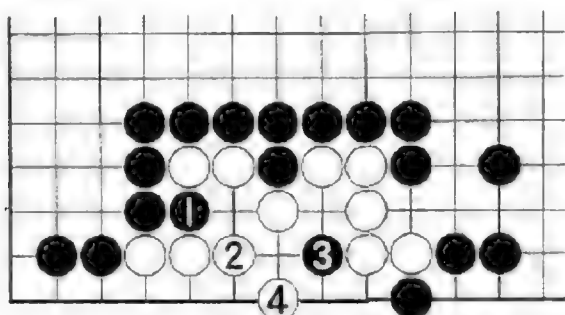
The attachment of Black 1 is another tesuji-like move, but White easily lives with 2.



Dia. 3

### Dia. 3 (Failure 3)

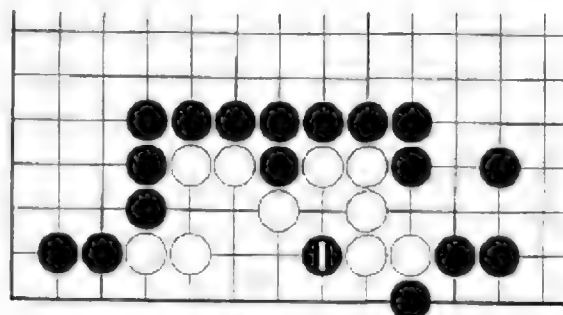
The clamp at 1 really looks good. Alas, White 2 and 4 put an end to Black's hopes of killing White.



Dia. 4

### Dia. 4 (Failure 4)

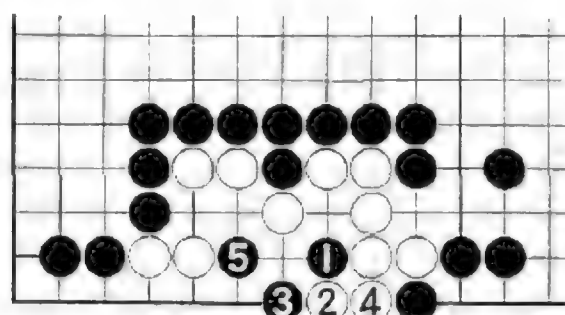
This time Black pushes in with 1. White 2 is the correct response. Black now hits White on the vital point of 3, but White has an excellent response at 4. Again Black fails.



Dia. 5

### Dia. 5 (Correct Answer 1)

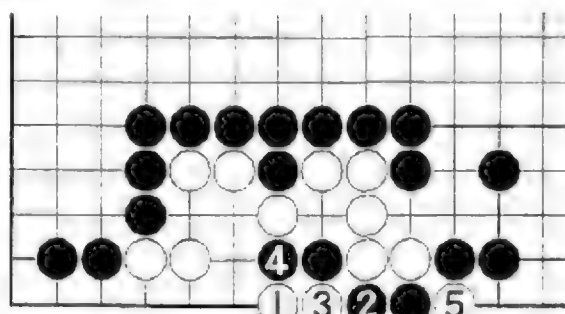
Black 1 is the vital point. This is the first move that Black has to play.



Dia. 6

### Dia. 6 (Weak response)

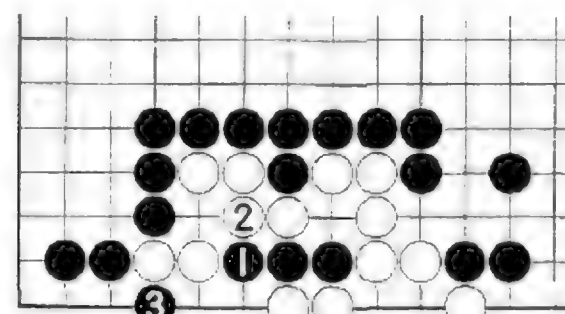
The hane of White 2 is a weak response to Black 1. After White 4, Black plays 5 and White has no follow-up.



Dia. 7

### Dia. 7 (The jump)

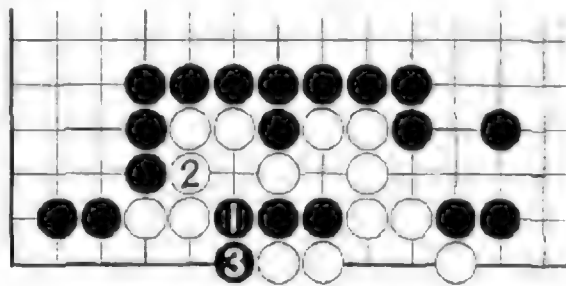
White 1 is the vital point and it offers the strongest resistance. Black 2 and 4 are good moves. White captures with 5. Next —



Dia. 8

### Dia. 8 (The bump)

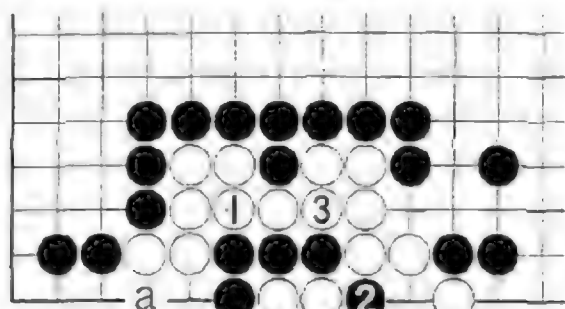
Continuing from Dia. 7, Black bumps with 1. If White 2, Black kills White with the hane at 3. White can't play this way. Therefore —



Dia. 9

*Dia. 9 (The connection)*

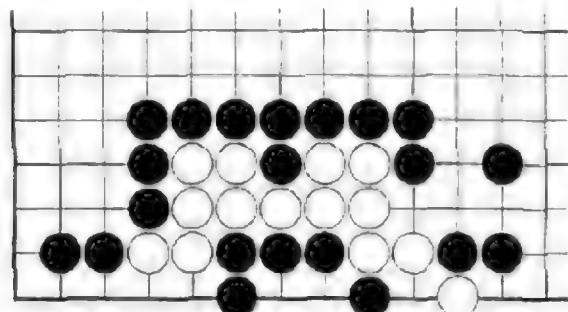
White will connect with 2. The atari of Black 3 is the only move left for Black.



Dia. 10

*Dia. 10 (The correct moves)*

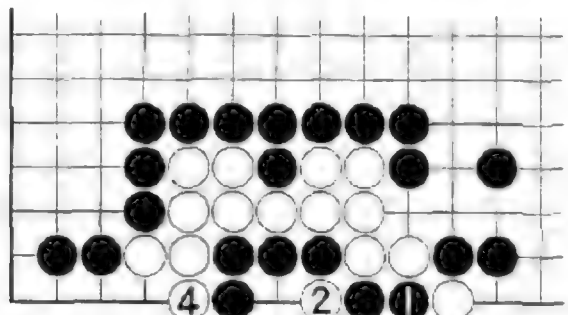
White 1 to 3 are the correct moves. If Black 2 at 'a', White lives with 3.



Dia. 11

*Dia. 11 (The current position)*

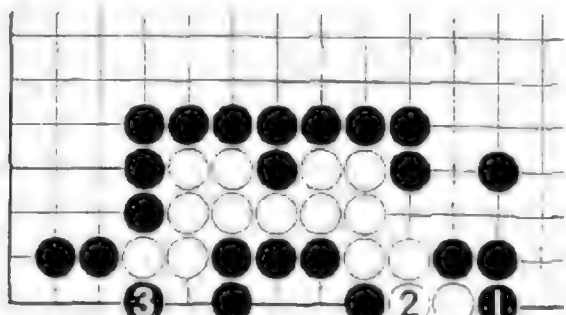
This is the current position. You are close to the solution, but there is still a bit more analysis to be done.



Dia. 12 3: at 1

*Dia. 12 (The finishing touches)*

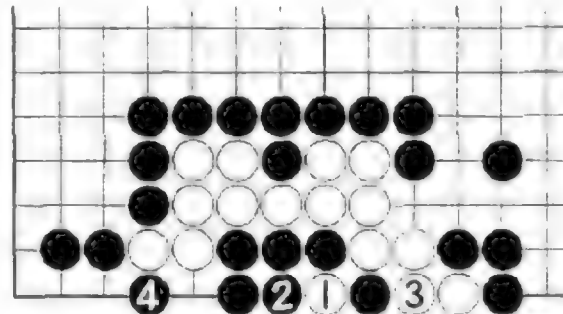
Black plays 1 to create false eyes. This is a common tesuji, but it doesn't work in this case. White plays 4 and lives.



Dia. 13

*Dia. 13 (Blocking from the outside)*

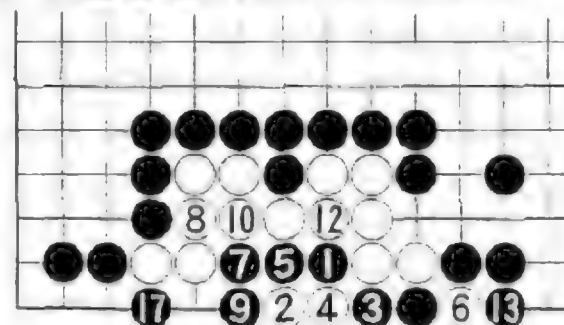
Blocking from the outside with 1 is the deciding move. If White 2, Black kills the white stones with 3.



Dia. 14 5: at 1

*Dia. 14 (Ko is the final result)*

Throwing in a stone with 1 is an ingenious move. When Black now plays 4, White takes the ko with 5. This is the correct solution.



Dia. 15

11: takes two stones at 3; 14 throws in at 4;

15: takes at 2; 16: ataris to the left of 6;

18: takes ko at 4

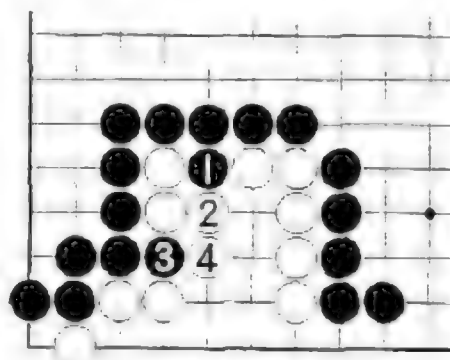
*Dia. 15 (The final solution)*

This diagram shows the best moves for both sides. Black 1 is the vital point and White 2 is the best resistance. Black must follow 3 to 9: this is the correct order of moves. Black must now block from the outside with 13. Finally, White throws in at 14.

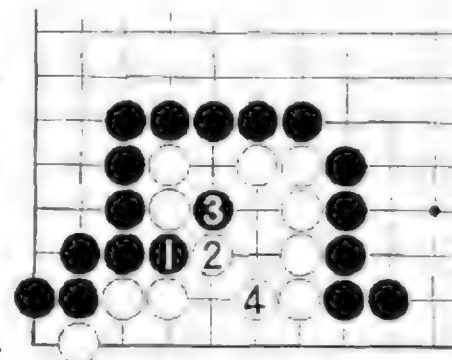
## Problem Two

*Dia. 1 (Failure 1)*

Pushing in with Black 1 and 3 is unimaginative. White lives after blocking with 4.



Dia. 1



Dia. 2

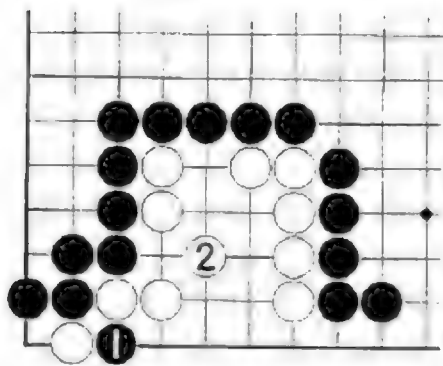
*Dia. 2 (Failure 2)*

If Black cuts through with 1 and 3, White plays 4 and lives.

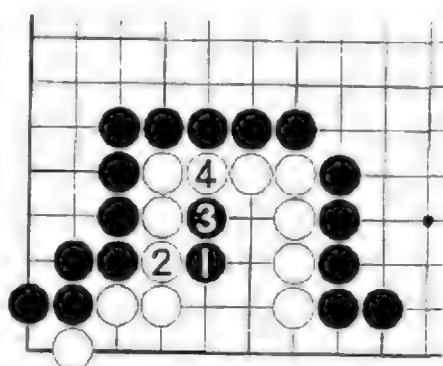


*Dia. 3 (Failure 3)*

Throwing in a stone with 1 at first looks like a tesuji, but White 2 is the vital point for making eyes.



*Dia. 3*



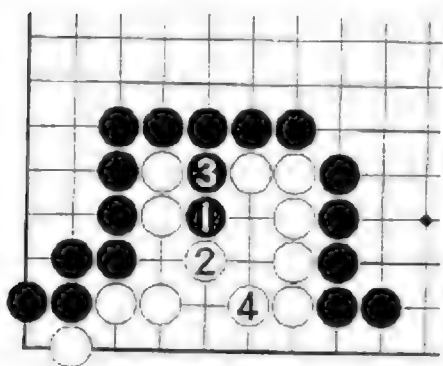
*Dia. 4*

*Dia. 4 (Failure 4)*

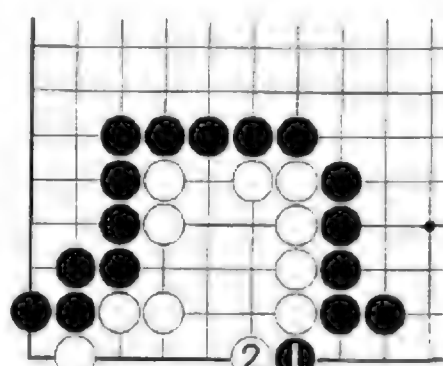
What about the placement of Black 1, followed by the peep of Black 3? After White connects at 4, Black has no follow-up.

*Dia. 5 (Failure 5)*

Black 1 is the vital point of this problem, but White easily lives with 2 and 4.



*Dia. 5*



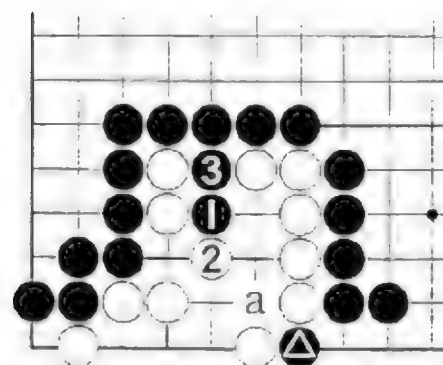
*Dia. 6*

*Dia. 6 (The correct answer)*

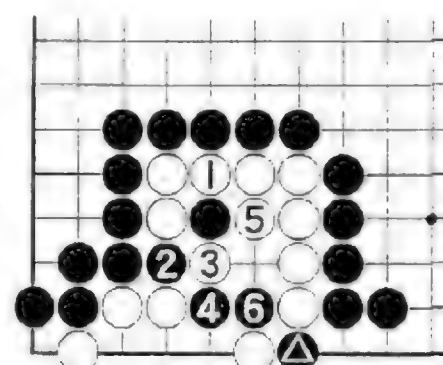
The hane of Black 1 is the correct answer. White must respond with 2. Black's hane will have a wide-ranging effect on this position.

*Dia. 7 (Now the attachment)*

With the marked stone in place, the attachment of Black 1 is deadly. After Black 3, even if White plays 'a', he can't make two eyes. Compare this diagram with *Dia. 5* and make clear to yourself the effect of the marked stone.



*Dia. 7*



*Dia. 8*

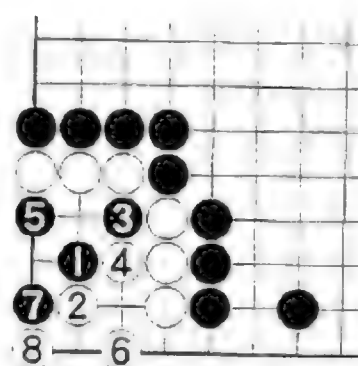
*Dia. 8 (White connects)*

In answer to Black 1 in *Dia. 7*, White cannot save his stones by connecting at 1. Black cuts through with 2 and 4. When Black plays 6, it is clear that White dies. Notice how effectively the marked stone is working.

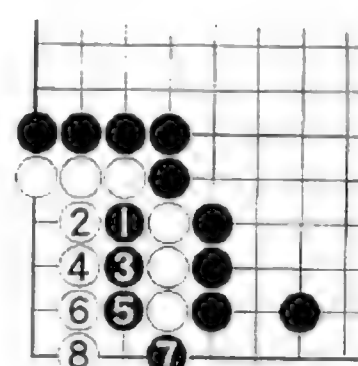
**Problem Three**

*Dia. 1 (The vital point?)*

Black 1 is probably the first move that would occur to most players. However, White plays the sequence from 2 to 8; this results in a ko. Black can do better.



*Dia. 1*



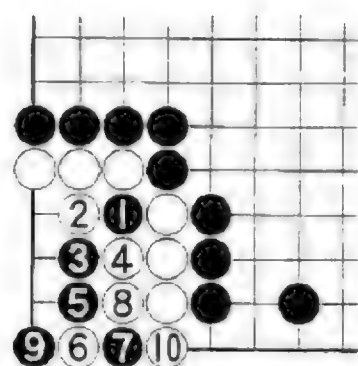
*Dia. 2*

*Dia. 2 (White lives)*

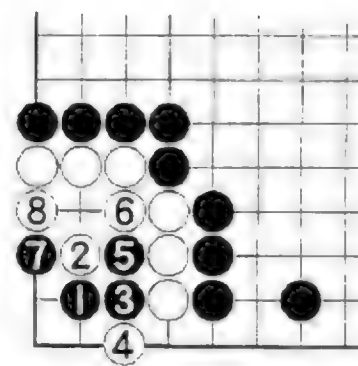
If Black cuts with 1, White sacrifices three stones and lives with the sequence to 8.

*Dia. 3 (Another ko)*

Black could also answer White 2 with 3, but White 6 is a strong move. Up to 10, White again gets a ko.



*Dia. 3*



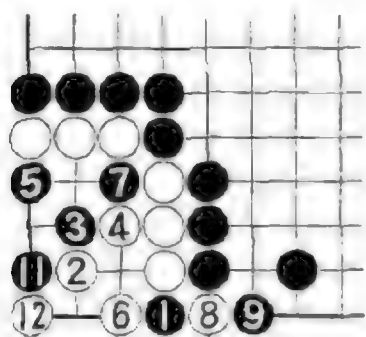
*Dia. 4*

*Dia. 4 (A placement)*

The placement of Black 1 in *Dia. 1* didn't work, but what about the placement of Black 1 here? Again White creates a ko with the sequence to 8.

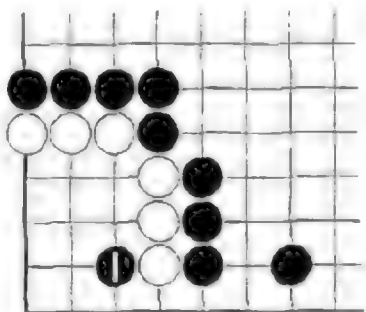
*Dia. 5 (The hane also fails)*

The hane of Black 1 is a tesuji-like move, but again White gets a ko with the sequence to 12.



Dia. 5

10: connects at 1



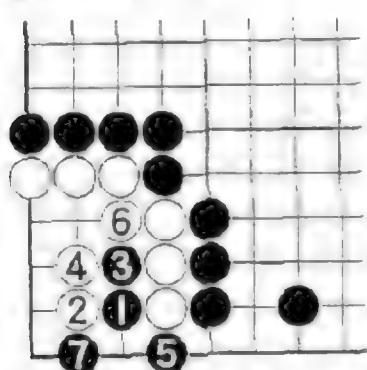
Dia. 6

*Dia. 6 (The correct answer: the attachment)*

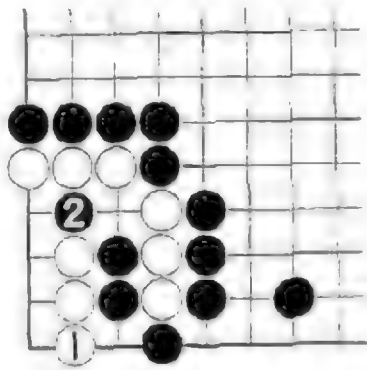
Attaching at Black 1 is the only way to kill White. This tesuji is rarely seen, but in this case it exploits White's shortage of liberties.

*Dia. 7 (Correct answer: continuation)*

The attachment of White 2 is the strongest resistance. Black plays 3 and 5. White ataris with 6, but Black hane with 7, robbing White of his eye shape. (If White captures two stones, Black will recapture at 1.)



Dia. 7



Dia. 8

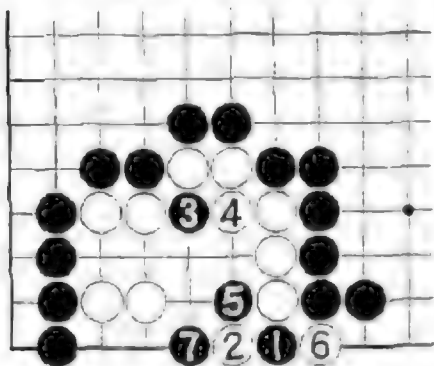
*Dia. 8 (Correct answer: variation)*

Instead of 6 in Dia. 7, White might descend to 1 in Dia. 8. However, Black 2 is a beautiful move which exposes White's shortage of liberties.

## Problem Four

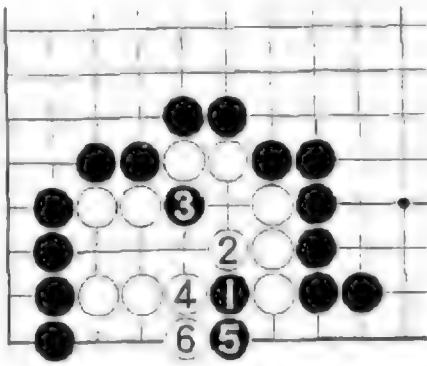
*Dia. 1 (Failure 1)*

The hane of Black 1 is refuted by White 2.



Dia. 1

8: connects at 1



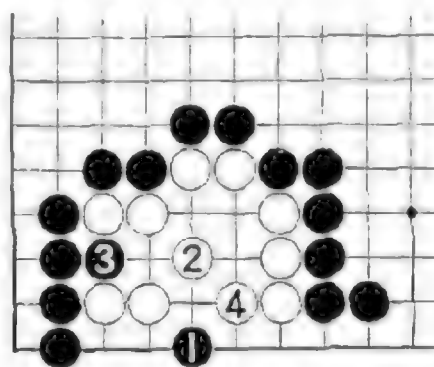
Dia. 2

*Dia. 2 (Failure 2)*

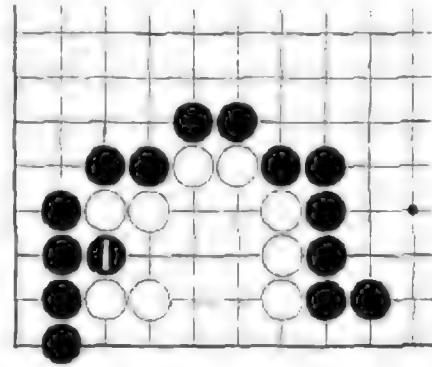
Attaching at Black 1 also cannot prevent White from getting two eyes. White skillfully lives with 4 and 6.

*Dia. 3 (Failure 3)*

The placement of Black 1 looks like a tesuji, but it is refuted by White 2. If Black 3, White lives with 4.



Dia. 3



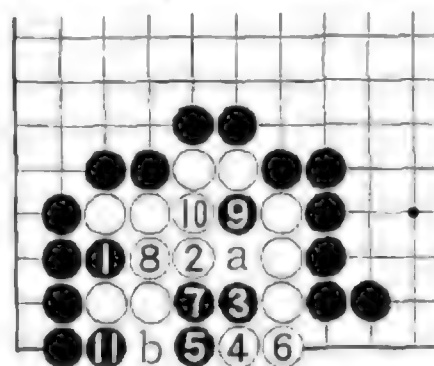
Dia. 4

*Dia. 4 (Correct answer: the first move)*

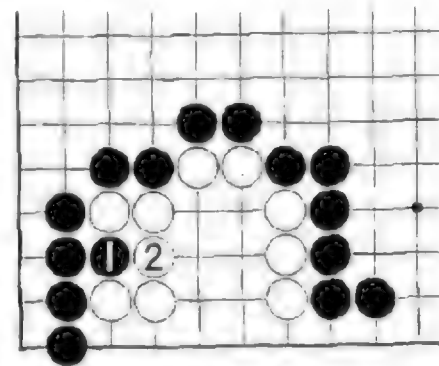
Pushing in with Black 1 is usually a crude move, but in this case it is the correct answer. From here on White will defend while Black will relentlessly attack to destroy White's eye shape.

*Dia. 5 (Falling back)*

Against Black 1, White might fall back with 2, but White dies with the sequence to Black 11. If White 8 at 10, Black will play the sequence Black 8-White 'a'-Black 'b'. If White captures, Black will recapture (under the stones).



Dia. 5



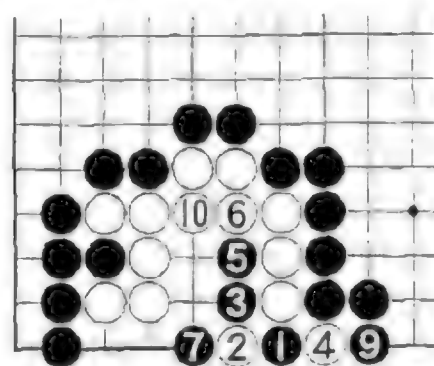
Dia. 6

*Dia. 6 (Blocking)*

White's only move is to block with 2. From here on, there are a lot of possibilities.

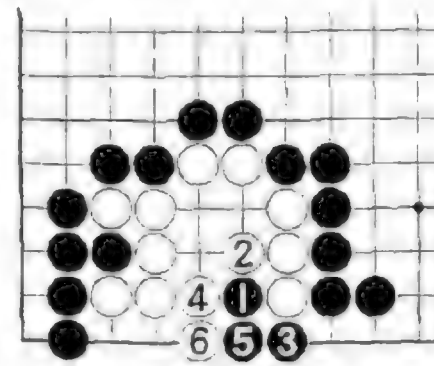
*Dia. 7 (Failure 4)*

After White connects with 2 in Dia. 6, Black might hane with 1. However, White lives by blocking at 2. The continuation is nearly the same as Dia. 1, and in both cases White lives.



Dia. 7

8: connects at 1



Dia. 8

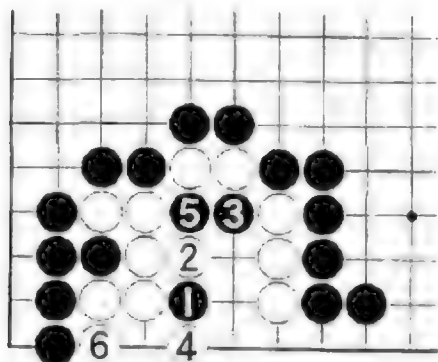


*Dia. 8 (Failure 5)*

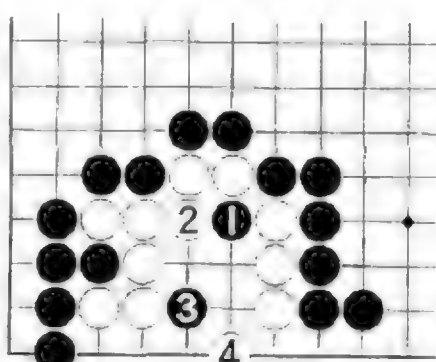
Attaching with Black 1 also fails. After 6, White easily gets two eyes.

*Dia. 9 (Failure 6)*

What about attaching on the right side with Black 1? White 4 is a superb move. Black captures two stones with 5, but White lives with 6.



*Dia. 9*



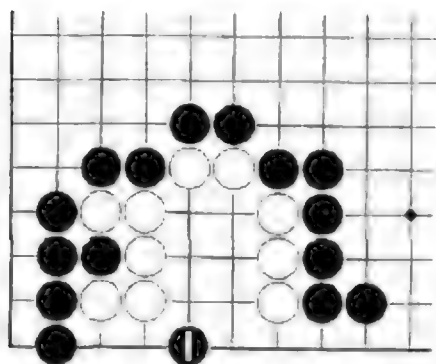
*Dia. 10*

*Dia. 10 (Failure 7)*

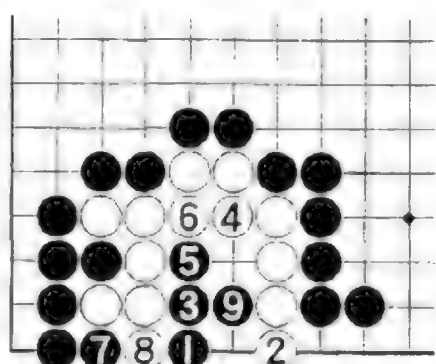
In this diagram, Black cuts first with 1. After White connects with 2, Black attaches with 3, but White lives with an exquisite move at 4.

*Dia. 11 (The correct answer: continuation)*

After White blocks at 2 in *Dia. 6*, the placement of Black 1 here is the correct continuation. But there is a lot more to think about.



*Dia. 11*



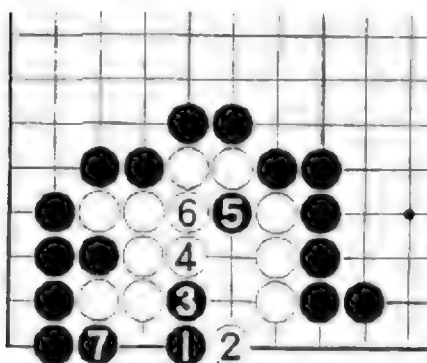
*Dia. 12*

*Dia. 12 (Descent)*

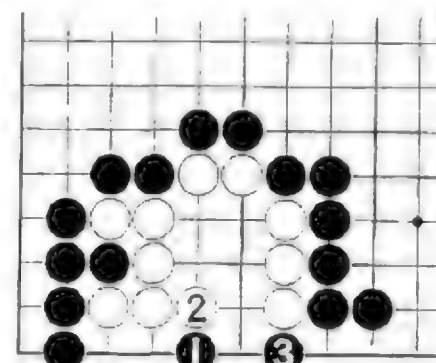
With the sequence to 9, White ends up with a dead five-point eye space.

*Dia. 13 (The diagonal move)*

The diagonal move of White 2 also fails. Black plays the sequence to 7 and White dies. However, *Dias. 12 and 13* are not White's strongest resistance.



*Dia. 13*



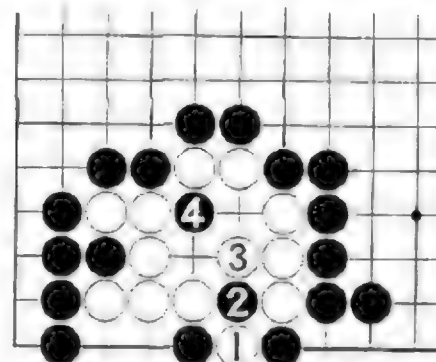
*Dia. 14*

*Dia. 14 (Blocking)*

White should block from above with 2. When Black links up underneath with 3 —

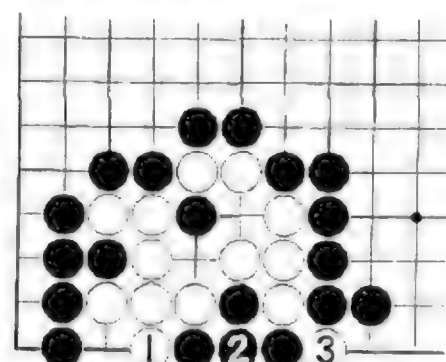
*Dia. 15 (The correct answer: ko)*

White throws in a stone with 1. Black captures and White blocks with 3. Black must play 4 to prevent White from making eye shape, but Black captures the ko at 5. White lives with a ko.



*Dia. 15*

5: takes ko at 1



*Dia. 16*

4; at 2

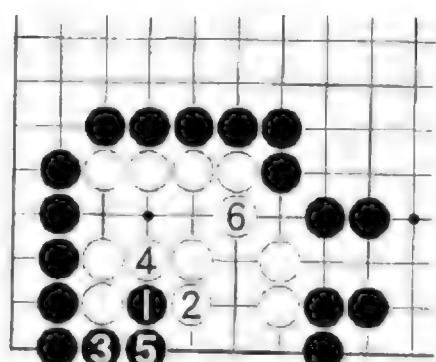
*Dia. 16 (Under the stones)*

Can White live unconditionally by blocking at 1? Black connects at 2, letting White capture four stones with 3. But Black comes back and makes a placement at 2, so White can't make two eyes.

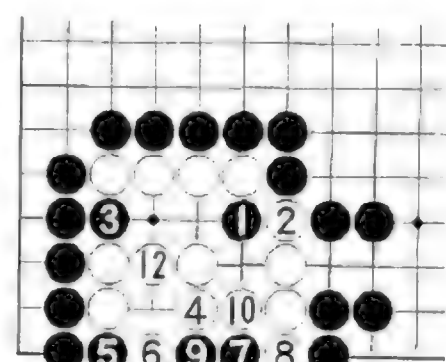
## Problem Five

*Dia. 1 (Failure 1)*

First of all, let's look at the attachment of Black 1. White answers with 2 and 4, then makes eye shape at the vital point of 6.



*Dia. 1*



*Dia. 2*

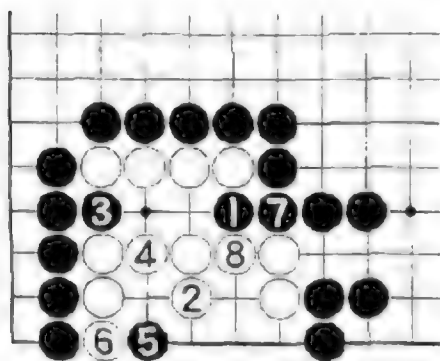
11: throws in at 9

*Dia. 2 (The inside hane)*

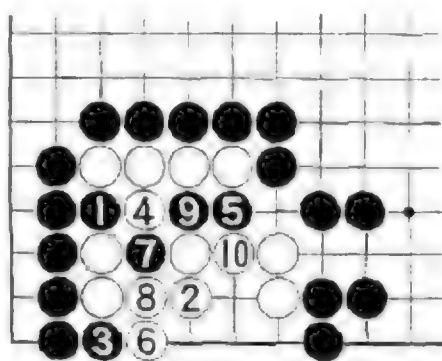
What about the inside hane of Black 1? If White answers with the cut of 2, he can get a ko with the sequence to 12. However —

*Dia. 3 (Failure 2)*

Against Black 1, White will play on the vital point of 2; he can live with the sequence to 8.



Dia. 3



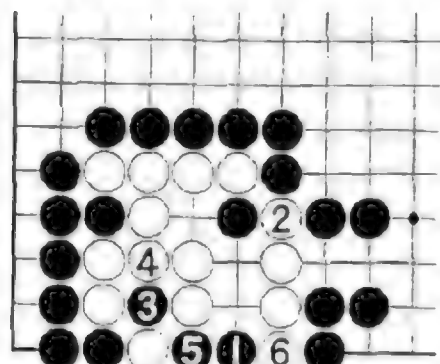
Dia. 4

*Dia. 4 (Failure 3)*

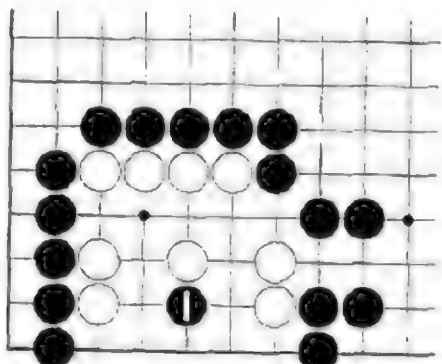
What happens if Black pushes in from the left? White will answer with 2. Black continues with 3 and 5, but White lives unconditionally up to 10.

*Dia. 5 (A ko, but —)*

Instead of Black 7 in *Dia. 4*, Black could play 1 to 5 here. The result is a ko and this is unsatisfactory for Black.



Dia. 5



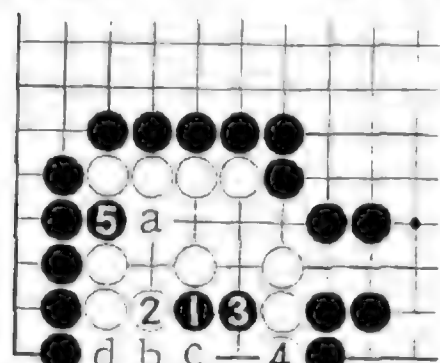
Dia. 6

*Dia. 6 (The correct answer: attachment)*

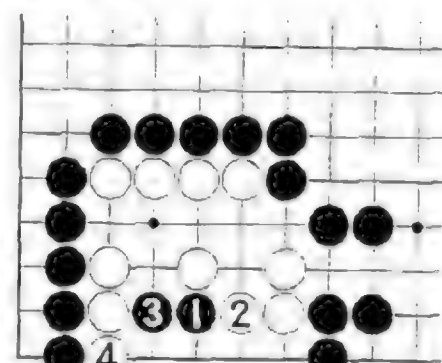
Up to now we have seen only the moves that fail. The vital point in this position is the attachment of Black 1.

*Dia. 7 (Blocking from the left)*

If White blocks from the left with 2, Black plays 3 and 5 in that order. Next, if White 'a', Black 'b'; if White 'c', Black 'd'.



Dia. 7



Dia. 8

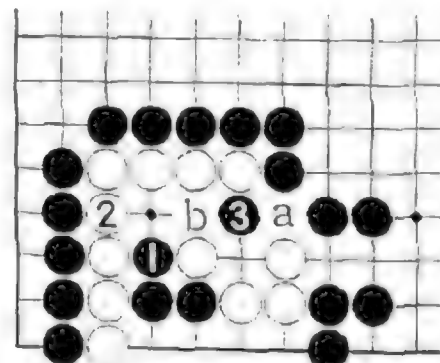
*Dia. 8 (Blocking from the right)*

If White blocks from the right with 2, Black will exchange 3 for White 4. Next —

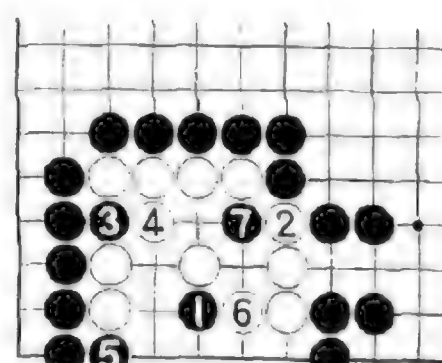
*Dia. 9 (The deciding move)*

After Black exchanges 1 for White 2, Black 3 is the deciding move. White is short of liberties. If

White cuts with 'a', Black plays 'b', and White doesn't have a move.



Dia. 9

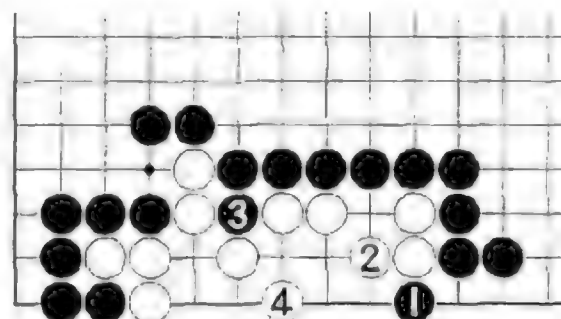


Dia. 10

*Dia. 10 (Variation)*

White might expand his eye space with 2, but White is without two eyes when Black plays 7.

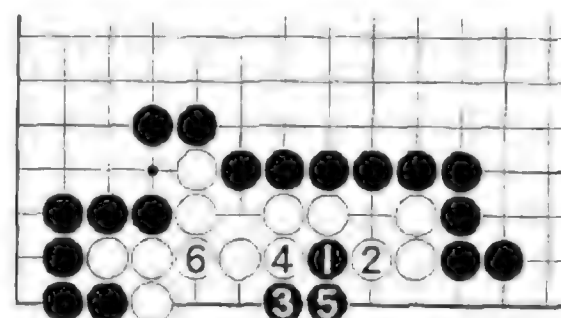
## Problem Six



Dia. 1

*Dia. 1 (Failure 1)*

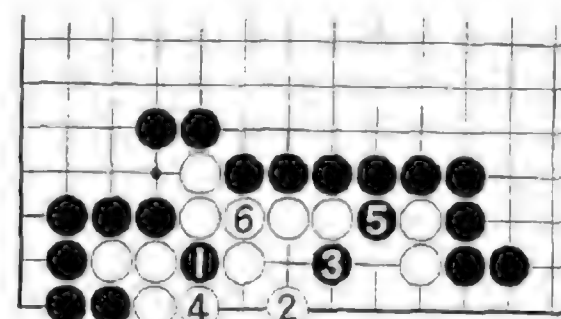
Black 1 follows the proverb, 'There's death in the hane!' However, this proverb is not applicable in this case. White lives with 2 and 4.



Dia. 2

*Dia. 2 (Failure 2)*

After Black 1 to 5, White 6 is a skillful move which enables him to live.



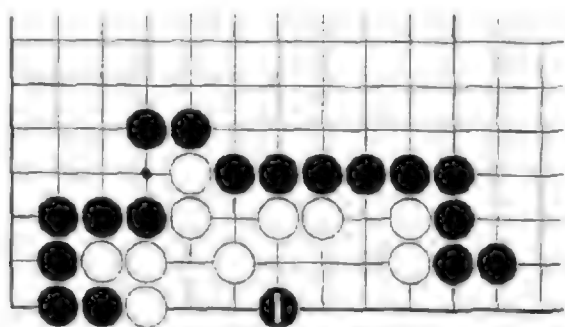
Dia. 3

*Dia. 3 (Failure 3)*

Throwing in with Black 1 is a tesuji-like move.



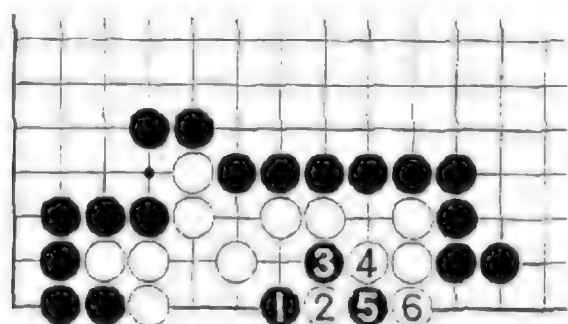
However, White answers with 2 and lives with the sequence to 6.



Dia. 4

*Dia. 4 (The placement is the vital point)*

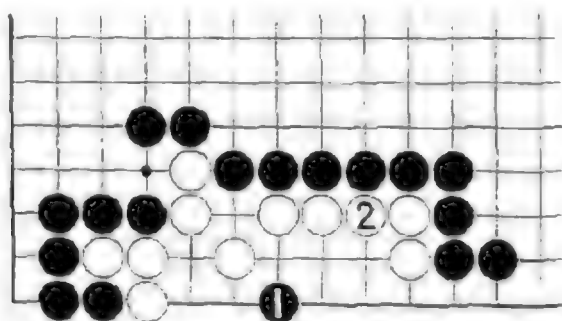
White 2 in *Dia. 3* gives a hint that Black 1 here is the vital point. This is the first move of the correct answer.



Dia. 5 7: at 2

*Dia. 5 (The attachment)*

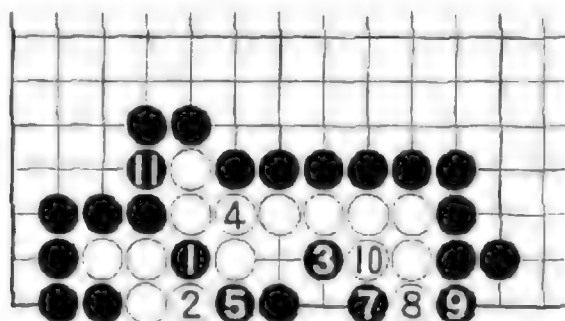
If White attaches with 2, Black kills White with the sequence to 7. This is the correct answer, but White has not made the best answer. White has stronger ways to resist.



Dia. 6

*Dia. 6 (White connects)*

Let's analyze the variations beginning with White 2.

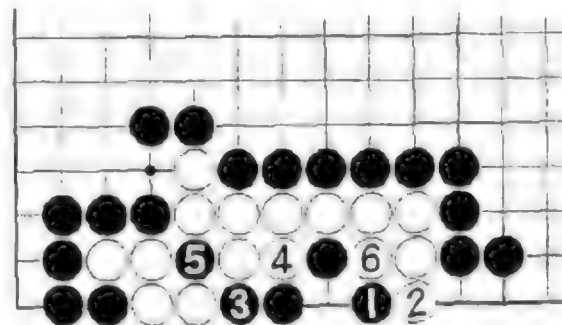


Dia. 7 6: at 1

*Dia. 7 (The throw-in)*

The throw-in of Black 1 looks promising, but it

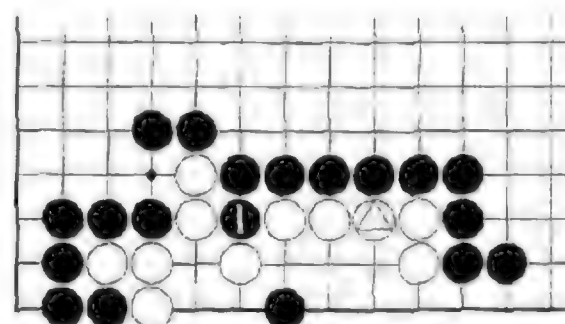
does not unconditionally kill the white stones. After Black 11, White can still live by winning the ko.



Dia. 8

*Dia. 8 (Unconditional life)*

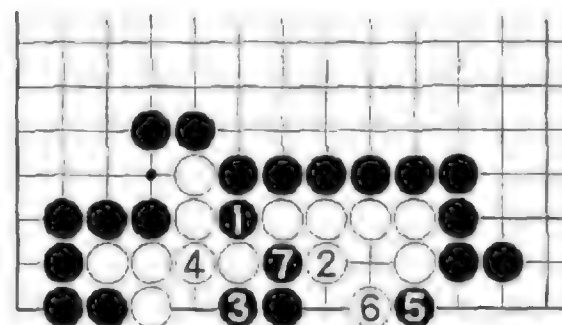
Instead of 5 in *Dia. 7*, Black can play 1 here. Black captures four stones with 5, but White can live by capturing the tail-end of the black stones with 4 and 6.



Dia. 9

*Dia. 9 (The push-in)*

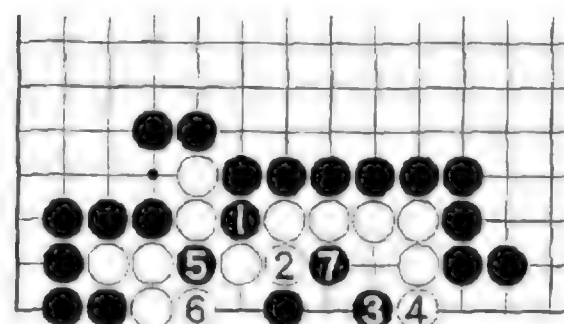
After White connects with the marked stone, Black silently pushes in with 1. This is a good move. Next —



Dia. 10

*Dia. 10 (White can't move)*

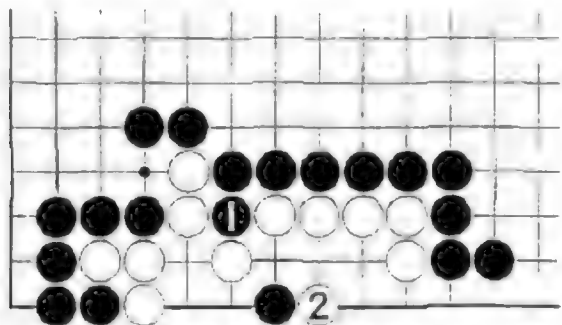
If White 2, Black 3 and 5 are the correct order. After White 6, Black plays 7 and White can't atari the black stones from either side.



Dia. 11

*Dia. 11 (A dead five-point eye space)*

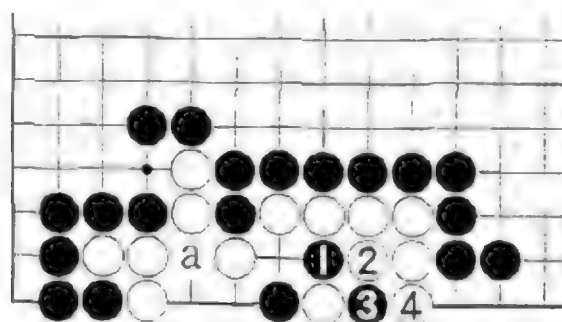
What happens if White connects at 2? This time Black 3 and 5 are the correct order. After Black 7, White ends up with a dead five-point eye space.



*Dia. 12*

*Dia. 12 (The last variation)*

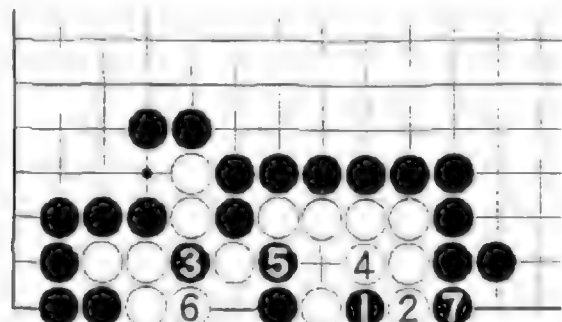
White can also try to live by attaching at 2. Try reading out this sequence.



*Dia. 13*

*Dia. 13 (ko)*

If Black simply ataris with 1 and captures with 3, White sets up a ko with 2 and 4. After this Black will throw in at 'a' and White will take the ko.

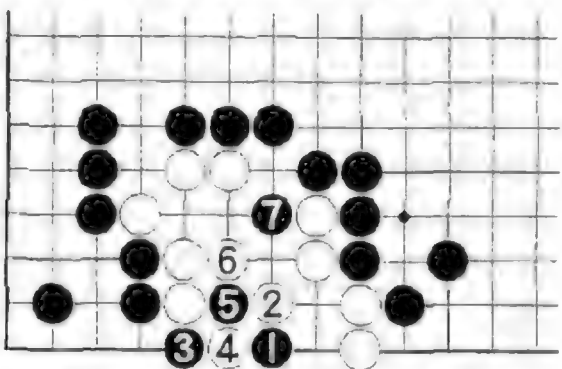


*Dia. 14*

*Dia. 14 (White is unconditionally dead)*

Black 1 is the deciding move. If White blocks with 2, Black 3 and 5 are the correct order. After Black 7, White can't atari the black stones on the inside from either direction.

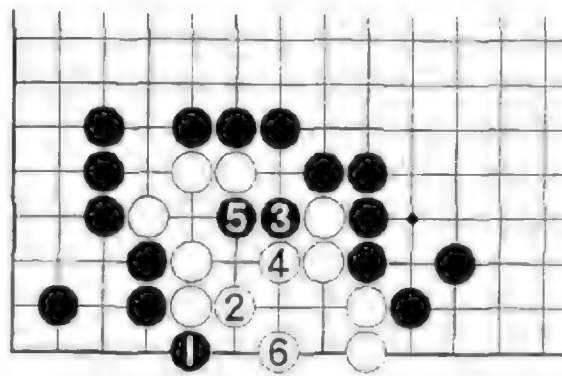
**Problem Seven**



*Dia. 1* 8: takes the ko at 4

*Dia. 1 (Failure 1)*

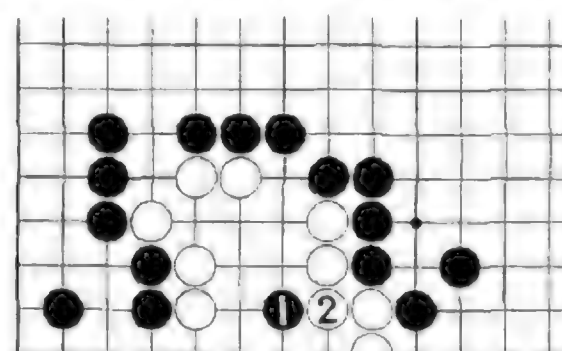
Black 1 is a tesuji-like move, but White gets a ko with the sequence to 8, so White can't yet be counted out.



*Dia. 2*

*Dia. 2 (Failure 2)*

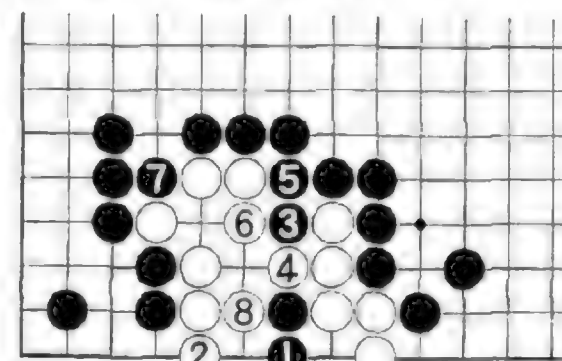
If Black hane at 1, White lives with 2.



*Dia. 3*

*Dia. 3 (Correct answer: the placement)*

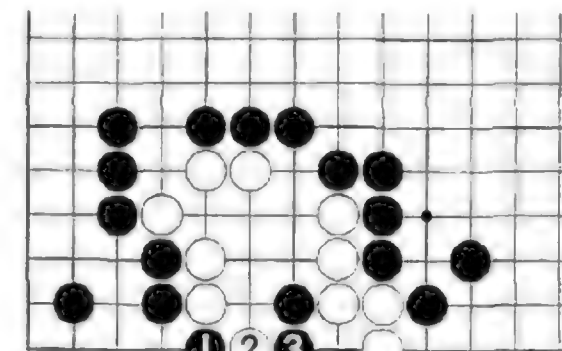
The first move is the placement of Black 1. Everyone will agree that this is the vital point. White has no choice but to connect.



*Dia. 4*

*Dia. 4 (Failure 3)*

Descending to Black 1 is the wrong move: White gets a ko with the sequence to 8. If Black 3 at 7, White will play 6. This also results in a ko.



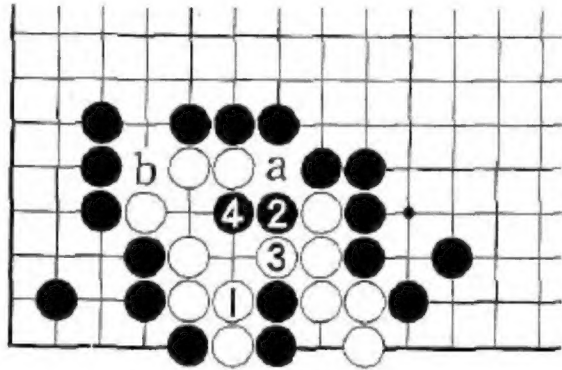
*Dia. 5*

*Dia. 5 (Correct answer continuation))*

Black must first hane at 1, then, after White



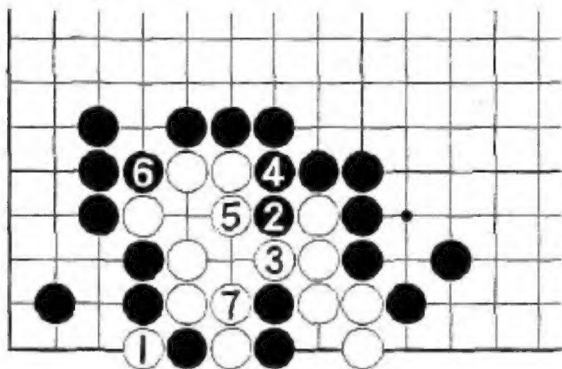
2, descend to 3. This is the correct order of moves.



Dia. 6

Dia. 6 (If White connects)

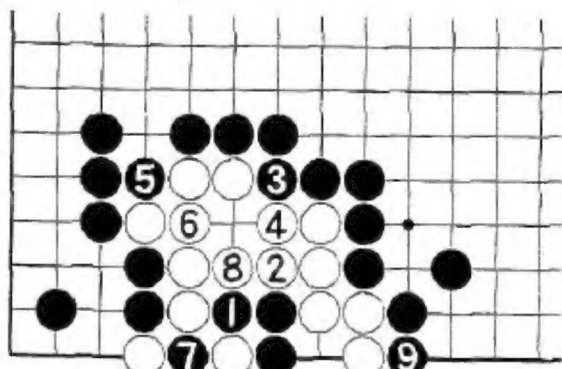
If White connects at 1, Black plays 2 and 4, and White is dead. If White 'a', Black 'b' and White finds himself short of liberties. However, White 1 is not the strongest resistance.



Dia. 7

Dia. 7 (Failure 4)

After Black 3 in Dia. 5, White will naturally want to capture with 1. Black will play 2 and 4, but the sequence to White 7 results in a ko. However, a ko is not good enough.

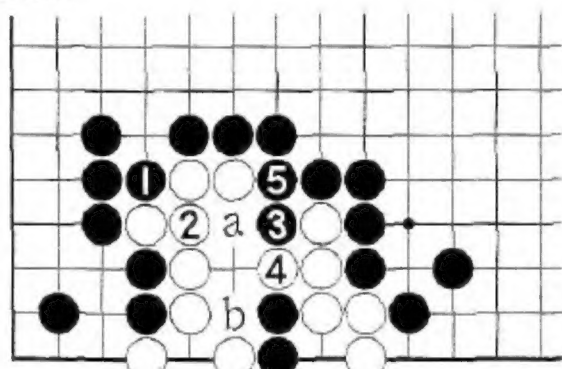


Dia. 8

10: takes the ko (right of 7)

Dia. 8 (Failure 5)

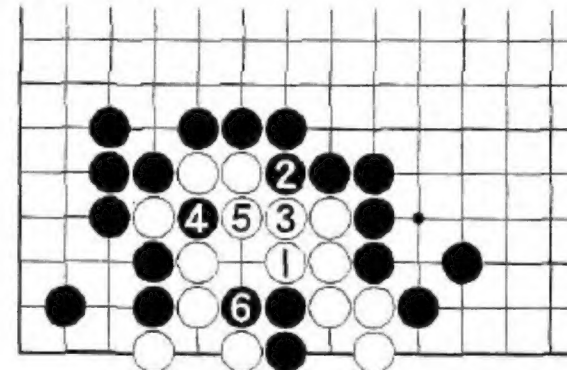
What about the atari of Black 1? White will answer with the sequence to 10. Again White can live with a ko.



Dia. 9

Dia. 9 (Simply atari!)

The simple atari of Black 1 is the correct answer. If White connects with 2, Black 3 and 5 kill White. After this, if White 'a', Black 'b'.



Dia. 10

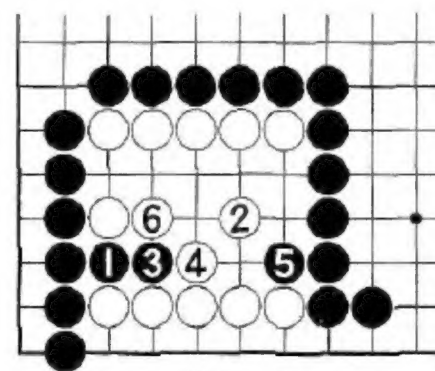
Dia. 10 (Double ko)

White 1 is the strongest resistance. Step by step Black narrows White's eye space with 2 and 4. Finally, Black ataris with 6 and White dies in a double ko.

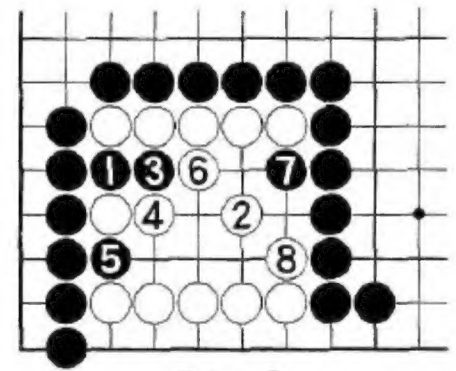
## Problem 8

Dia. 1 (Failure 1)

If White pushes in at 1, White will play 2 in the center and Black can't destroy White's second eye.



Dia. 1



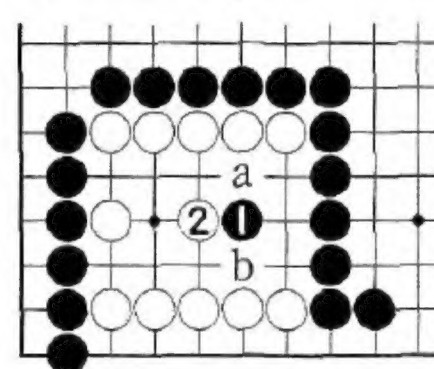
Dia. 2

Dia. 2 (Failure 2)

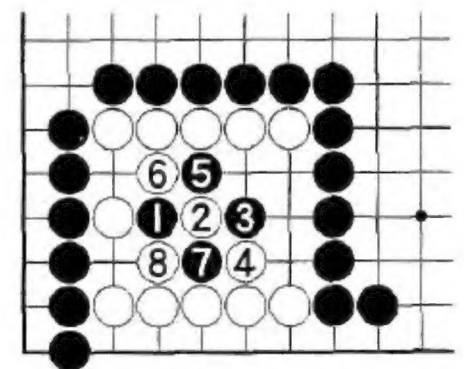
Pushing in at Black 1 here is also answered by Black 2.

Dia. 3 (Failure 3)

White 2 in the first two diagrams seems to be the vital point. What happens if Black plays on this point with 1? White will attach with 2 and live. After this, the points 'a' and 'b' are miai.



Dia. 3



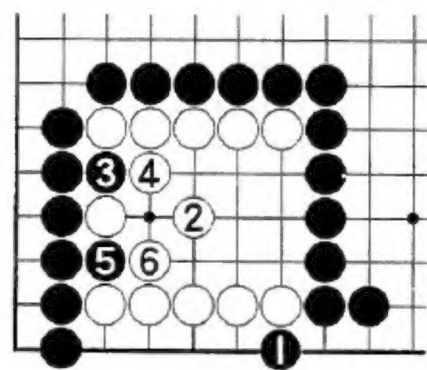
Dia. 4

*Dia. 4 (Failure 4)*

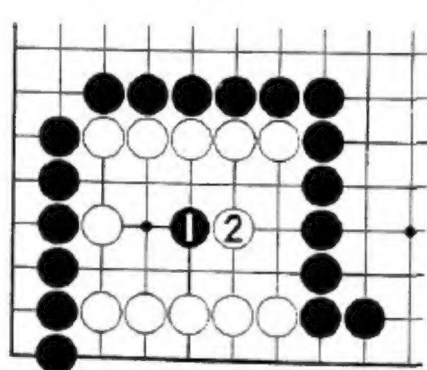
Black 1 also seems to be a vital point. However, White can live with the sequence to 8.

*Dia. 5 (Failure 5)*

The hane of Black 1 is not without meaning (see *Dia. 12* below). However, White jumps to 2 and he is easily able to make eye shape.



*Dia. 5*



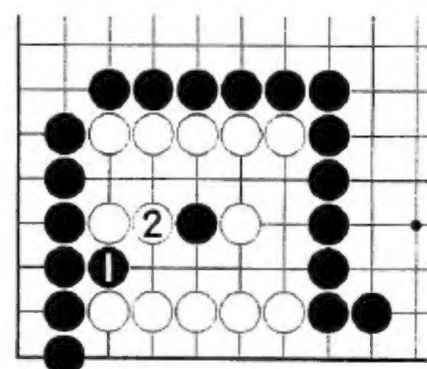
*Dia. 6*

*Dia. 6 (Correct Answer)*

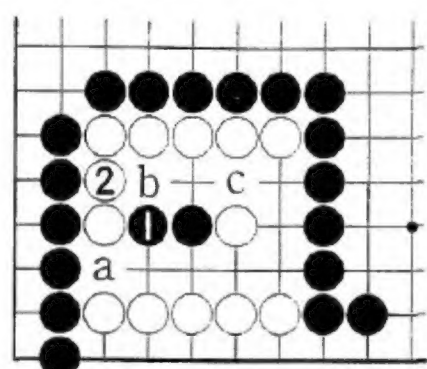
Black 1 is the first move of the correct answer.

*Dia. 7 (Failure 6)*

Continuing from *Dia. 7*, Black 1 is the wrong move. White answers with 2 and he is alive.



*Dia. 7*



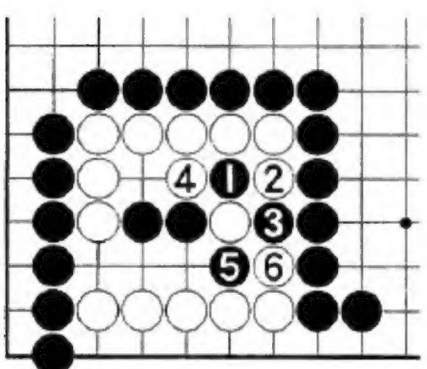
*Dia. 8*

*Dia. 8 (The bump)*

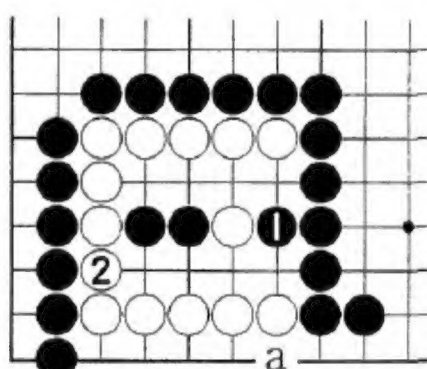
Bumping against the white stone with 1 is a skillful move. If White connects at 'a' instead of 2, the sequence Black 2-White 'b'-Black 'c' will follow and White dies.

*Dia. 9 (Failure 9)*

After *Dia. 8*, Black 1 to White 6 results in a ko.



*Dia. 9*



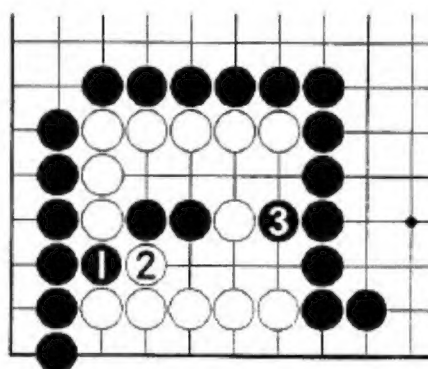
*Dia. 10*

*Dia. 10 (Failure 8)*

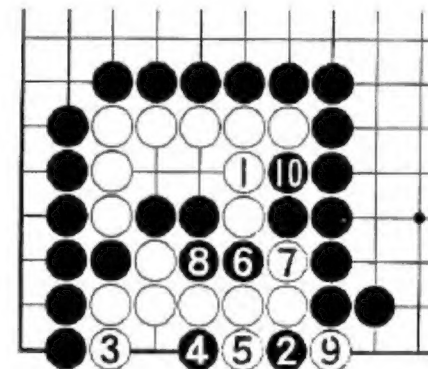
Black 1 is the vital point. However, White can live with 2. If White 1 at 'a', White 2 also lives.

*Dia. 11 (The push in first)*

Black must first push in with 1, then play the vital point of 3. This is the correct order of moves. Next —



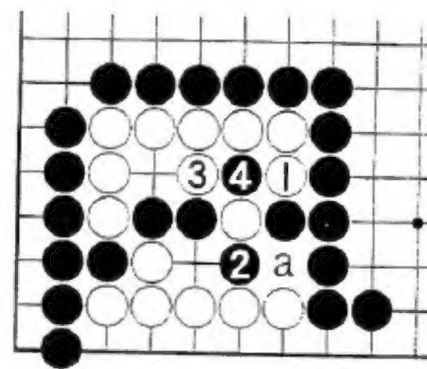
*Dia. 11*



*Dia. 12*

*Dia. 12 (Breaking the seki)*

If White connects with 1, Black 2 and 4 are brilliant moves. The sequence to 10 creates a temporary seki that will end when Black captures the bottom white group. (The white group at the bottom is cut off and will eventually be reduced to one eye.)



*Dia. 13*

*Dia. 13 (The final resistance)*

Besides *Dia. 12*, White has another way to resist. After White 1 and 3, a ko remains, but it is a one-move yose ko. Compared to *Dia. 9*, this is a success for Black. Previously in *Dia. 9*, White cut at 'a', but here Black puts the white stones in atari when he captures at 4.

There is an important point about the sequence in *Dia. 12* that you should be careful about: the hane of Black 2 must be played on the left side. If Black 2 at 3, White will descend to 2 and there will be a difference of one liberty, so Black 6 will not be atari. In addition, if Black plays 4 at 5, White will play 4, followed by Black 6. When White now captures with 9, White threatens to make a second eye at the bottom. In other words, Black can't play both 10 and destroy the eye at the bottom, so White lives.



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